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July, 1994  
Volume 7, Issue 7  
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# NUMBER 60

# MORTAL KOMBAT II

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# EGM!



**HEEEEEEEERE'S  
STANLEY!!!**



# EGM!

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Audit Bureau of Circulations



# INSERT COIN

## THE FLOOD WATERS ARE RISING...

With the apparent death of the faithful Nintendo 8-Bit system, it is time to look back at where we've been and forward to where we are headed. The old NES ventured into the U.S. market at a time when most thought electronic gaming was dead. The Atari 2600 and 5200 had done well for a time, with competition coming from Intellivision and ColecoVision. However, with so many choices of hardware and players drowning in poor software, no one was winning the battle—let alone the war. The players had nowhere to turn and the collapse of a mighty video game empire was eminent.

Along comes Nintendo and Sega with new platforms and hardware to clutter stores and confuse consumers with systems and software that most agreed would not do well. Consumers (like myself) weren't ready to be drawn back into the video game realm so quickly. But their approach was different. Most games at that time were arcade games that challenged you with skill tests which only ended after you died and/or got tired of playing. Nintendo gave us games that had an objective such as 'save the princess' or 'rid the galaxy of evil.' They even had endings after you won the game. Sega had the Master System, a system that many said was a better machine and had more power, but it was destined to repeat the old 2600/5200 syndrome and had faded away from the States to find a strong home in Europe. What does all this lead to, you may ask? Repetition of history seems all too common and does all just might be headed in that fateful direction.

We are now at a time when 16-Bit machines dominate the game scene, but the industry is buzzing about "multimedia" and other big words to draw attention to their products. Several companies either have released newer, more powerful hardware or are planning to do so. What does this mean for consumers? Way too many choices. Don't get me wrong here. Choices are what make this country so great, but that doesn't mean there aren't problems, including video games. Ed Semrad mentioned in his editorial in the November 1993 issue that there were too many systems for the Christmas season, and that list is growing by leaps and bounds. Take a look at the Saturn, NEC 32-Bit, Project Reality, and the much hyped Sony PS-X. When are consumers going to call it quits and stick with their old stand-by systems and the large number of games they've accumulated, rather than shelling out big bucks for a new library of games they've accumulated, rather than shelling out the hype from these big these days? I imagine that day will come soon, even though the hype from these best features companies continues to entice the public that their systems offer the best features for the lowest price.

What has this hype gotten us? Well, although the 3DO got off to a really rocky start, the quality of software for this unit has improved tenfold and the price drop boosted the sales as well. The 3DO could now have a stronger future than many predicted in the beginning. The Atari Jaguar is a powerful system, with upcoming games that really look good, but the problem comes in actually locating a Jaguar in a store. I've been to many retail shops in our area and all I see are a few games and spare controllers. Not a great way to get consumers to believe that Atari is back from the grave. Then there's the LaserActive. This system needs a somewhat reasonable level. Commodore has abandoned the Amiga CD for a stateside release. There are a few unnamed companies looking into picking it up, but right now, this sucker is dead in the water. It's too bad, since there is an abundant supply of software in Europe ready to come over. All this reinforces my original opinion. Every game company wants to get a system out on the market, but the public is becoming overwhelmed with systems that are barely getting by as it is. There needs to be more thought put into releasing new systems to make them original enough to survive in this flooded market.

**Danyon Carpenter**  
Senior Editor

# EGM!

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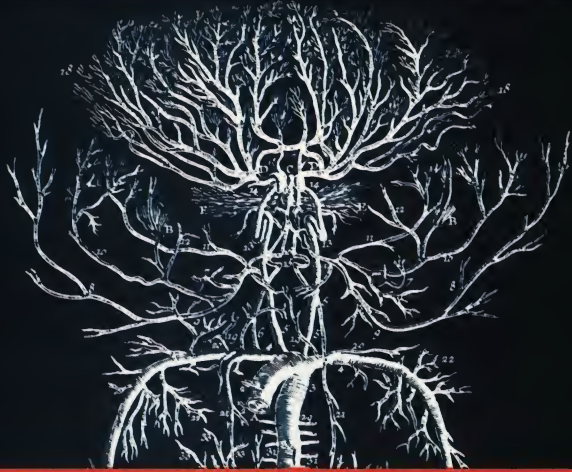
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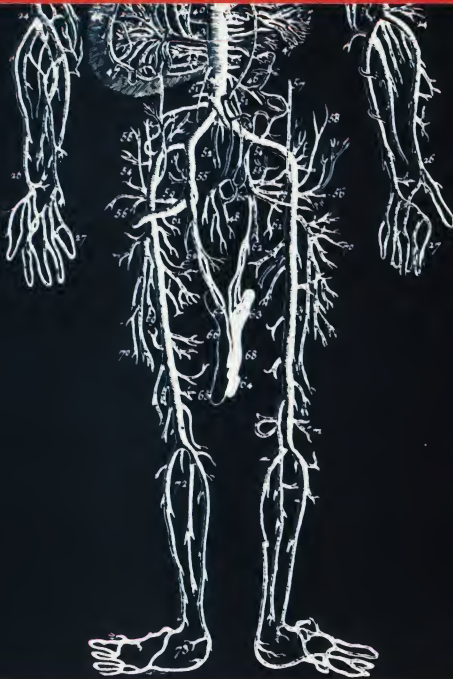
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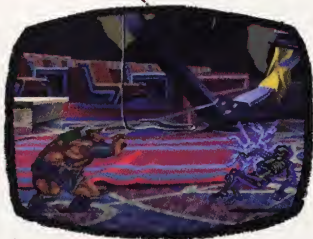


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**PHILIPS MEDIA**

CD-i

# EGM!

JULY / 1994 / VOLUME 7 / ISSUE 7 / NUMBER 60

**52** **SONY REVEALS THEIR NEW PS-X GAME SYSTEM, COMPLETE WITH LICENSEES AND GAMES!**

The latest in home video game systems is on the horizon! Sony gives us their new 32-Bit system, the PS-X—this one comes with several new licensees signing on every day (like Konami and Capcom)! Check out the exclusive pix and specs recently revealed at a press conference held in Japan and check out what is being done to the system for a U.S. release!



**FIGHTING ON THE HOMEFRONT WITH MORTAL KOMBAT III!**

114

Finally, the long-awaited sequel to one of the hottest fighting games in the arcades makes its way home. Mortal Kombat II is now on the Super NES, Genesis, Game Gear, and Game Boy. We'll show you the seven new characters who are making their debuts with all-new moves and fatalities. EGM has this exclusive look at one HOT game!

**128** **SUPER STREET FIGHTER II: THE NEW CHALLENGERS ARE HERE IN FULL FORCE!**

Four new characters ... new moves for everyone ... multiple battle modes ... 32-Meg ... it's Super Street Fighter II on the Super NES and EGM has enough pix to make SF fans jump for joy! Get the scoop on the latest game in this trend-setting series with this special preview—it'll definitely heat up your summer!



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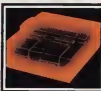
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### SUPER NES TIMES

Super NES explodes into action this summer with the hottest carts. Play Inferno-like games such as Pocky &

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### PLANET 3DO

Discover the power behind the Gridders.

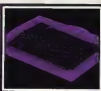
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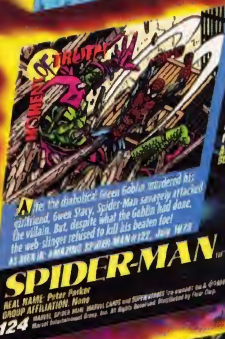
### SUPER GEAR

The blue blur blazes into pocket-size fun!

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When Peter Parker was bitten by a radioactive spider, he gained the proportionate strength and agility of the arachnid. But his refusal to use his newfound abilities to help others resulted in the death of his beloved Uncle Ben. Realizing that with great power there must also come great responsibility, Peter vowed to atone for his mistake by using his spiderlike abilities to battle evil from that day forward.



# MARVEL CARDS UNIVERSO 1994

**AUGUST 1994**

# INTERFACE

## LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll wad it up and hurl (the paper, not us). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts...

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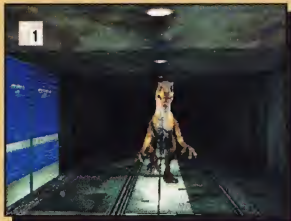
## LETTER OF THE MONTH!

### A SEA OF GARBAGE

I've been into video games for about five years now and have had, at one point or another, a leading game system. I've noticed a recurring problem with most translated games in that they don't meet the standards they should with these big-name tags attached and even bigger prices. Censorship aside, these games have bad control (Super NES World Heroes), poor graphics (Captain America & The Avengers for Super NES) and even poorer replay value (Dracula Unleashed for Sega CD). I know good games are out there, such as Street Fighter II and Sonic 3, but unfortunately are too far and few between the sea of garbage that pollutes judgement on what to purchase. [How] a billion dollar company like Sega or Nintendo, which cries about quality, can allow themselves to make, or have third-party companies produce low games for their system without a care, leaves me speechless.

**Chris Kobluk**  
St. Cath., Ont., Can.

*(Ed. Although it is becoming less common these days, most of these poor translations come from games that get their licenses from big-name movies, cartoons, and comic books, as some of your examples show. As with many things in life, the*



Jurassic Park for 3DO is a big-name movie license that came off very well.

*higher your expectations are, the more disappointed you're likely to be with the final product. Movie licenses are big business and the development team usually puts in the extra time to make the game as good as the flick; but when it comes down to it, lack of originality in the game is usually the killer. Other times, games that are being translated from the arcades to the home systems are usually a let-down, particularly in the graphics and sound department, but that is to be expected. However, companies are getting better about this, like Takara whose recent versions of Fatal Fury are quite amazing. You also need to remember that many people from the movie studios who deal with game development teams don't know much about games and often let standard stuff get through.)*



## WIN A PAIR OF ACCLAIM JOYSTICKS!

The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.

### TOO MANY FIGHTERS

I know you probably won't print this letter because I'm going to bash your magazine a bit but somebody's got to do it. Besides, if you don't print this you must be the biggest bunch of wussies on the face of the planet; but if you do, then you must really value other people's opinions. Anyway, why does almost every single page in your magazine revolve around the fighting genre? It's always Mortal Kombat this or Street Fighter II that. I myself love strategy games. I mean, I can sit and beat Street Fighter II in 15 minutes. There's no satisfaction in that. I can sit and play Third World War for hours on end and my patience always pays off—I get the satisfaction of taking over the world! Anyway, you don't have to fill your mag with fighting games just because that's what you like. Why don't you balance it out a little more, instead of writing a small preview of a strategy game in small print in the back of your book?

**Jerel Lewis**  
Shelton, WA

*(Ed. To each his own, Jerel. If you take a look through any video game magazine out there, you will tend to see a large number of fighting games on the market. Why? Because it's the hottest genre out there. There are countless numbers of companies striving to break into the quickly-crowding market. Magazines, on the whole, must strive to get readers the most current and exciting news. For video game mags, this means fighting games. There are many editors in our offices who would much rather sit and play a strategy RPG game than a fighting game and vice versa. So don't think we're completely biased toward fighting games; we're not. EGM is dedicated to bringing readers the hottest information in the industry, and at this particular time, the information is fighting games.)*



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THE STREETS  
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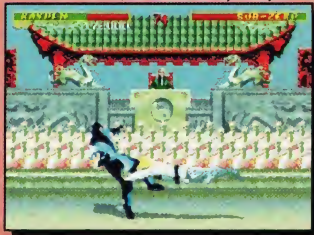
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**MORE PC CONVERSIONS**

I wish software companies that make games for Sega CD, CD-i, and 3DO would consider making PC CD-ROM versions of each title they make. A lot of great games that were originally for the PC are also available for the Sega CD, CD-i, and 3DO such as 7th Guest for the CD-i and Indiana Jones and the Fate of Atlantis for the Sega. I spend most of my money on my computer and I can't afford another CD-ROM system. I believe if these companies could make the games on these home systems, then there should not be a problem in making a PC CD-ROM version of them.

James Cho  
Etbicoke, Ont., Can.



Could Mortal Kombat for the Sega CD find its way to the PC CD-ROM?

(Ed. The average age of owners of PC systems are quite higher than those that own Sega CDs and the like. For that very reason, it's not likely you'll see games like Haywire or Hotel Mario going to the PC CD-ROM. It's not uncommon to find games like The Horde for the PC and 3DO as this game can appeal to all age groups. There could be more home games that are available on the PC and it's only a matter of time.)

**LETTER OF THE MONTH!**

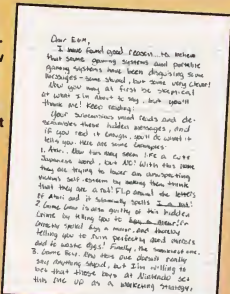
If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!

Dear EGM,

I have found good reason to believe that some gaming systems and portable gaming systems have been disguising some messages—some stupid, some very clever! Now you may, at first, be skeptical at what I'm about to say but you'll thank me! Keep reading:

Your subconscious mind reads and decrambles these hidden messages and if you read it enough, you'll do what it tells you. Here are some examples:

1. Atari. Now this may seem like a cute Japanese word, but NO! With this name they are trying to lower an unsuspecting victim's self-esteem by making them think they are a rat! Flip around the letters of Atari and it subliminally spells I a rat!
2. Game Gear is also guilty of this hidden crime by telling you to Egg a gear! Or correctly spelled, egg a mirror, and thereby telling you to ruin perfectly good mirrors and to waste eggs. Finally, the sneakiest one:
3. Game Boy. Now this one doesn't really say anything stupid but I'm willing to bet those boys at Nintendo set this one up as a marketing strategy for the yo bag me is no mistake! This nonsense has got to stop so I'll end this letter.



**WHAT'S WITH THE X'EYE?**

You guys have been writing about many video game systems like the Sega CD, Jaguar, 3DO, Sony's PS-X, and NEC's Iron Man but there is one system that you haven't written about. It's the JVC X'EYE. I know it uses a controller similar to Sega's systems. Is the X'EYE related to Sega's systems? Is it a CD and cartridge based system? And finally, how much will it cost when it comes out?

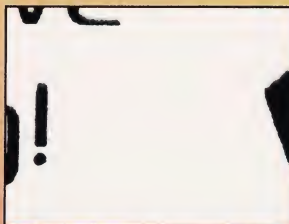
Javier Jeddery  
El Paso, TX

(Ed. We talked about JVC's X'EYE system in the February '94 issue of EGM. It

was originally known as the WonderMega in Japan. The unit is basically a Genesis and Sega CD combined into one case so in that respect, it is related to Sega's systems. The system will come packed with one controller, an RF adapter, and three pieces of software that include Compton's Interactive Encyclopedia, a CD+G Karaoke disc, and a Sega CD game. In that report, we stated that the price would be \$499.99, but JVC has reduced the price to \$399.99 and you should be able to find it in many stores that deal with video games now since it was released in April.)

**BAD PHOTOCOPY CONTEST!**

A great feature of EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface section. What we did was photocopy a part of the magazine, blew it up, oh, 800% and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!



Here it is! Attempt to find this picture in the magazine, if you can!



JVC's X'EYE system is on sale now and should be in stores near you.



# Video JUKEBOX™

NETWORKED MULTI-CARTRIDGE DOCK

## Rack & Stack, Jack!

**Breaking News  
from Silicon  
Valley!  
Video JukeBox  
Ready for  
Prime Time!**

**Releases for Sega  
Genesis, SNES, & Atari  
Jaguar Soon!**

This radical new technology utilizes nuclear radioactive electrolytic cell micronization covered with a silicon outer shell with a 6 cylinder overcam suspension!

## HUH?

Just pullin' yer yank, man. The Video JukeBox™ (nick-named the "VJ") really uses a crankin' computer-driven, silicon-based ASIC that allows you to switch between 1 and 6 carts on the fly. But wait, there's more! You can attach more than one VJ together to hold 12, 18—up to 36 carts! The more VJs you snag, the more of your games are networked! Killer!

Once the carts are jacked-in, you'll never have to rip 'em out. A black steel outer shell to match your stereo makes it durable—with a kick-butt look! A quality product at an excellent price, would not you agree? No

doubt... at \$49.99, even your mom will bark for one! Convincing her or the old man should be easy... just tell 'em it'll keep your carts off the floor, so any paralysis resulting from slipping on your carts and doin' a half-ganor into the TV would be indubitably impossible!

Grab a VJ, or two or three... at Babbages, Electronic Boutique, Software, Etc. and other popular hang-outs near you. For other store locations, pick up the portable and call!

P.S. Don't forget to start buying your snot rags now so you'll be set to get sprayed with the *grossest* game in history, *Hosenose & Booger!* They'll be slobbering your way soon!

### ASG

Rules? What Rules?



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## SUBSCRIPTION ACTION

I have been a frequent reader of your mag for about two years now and recently noticed that the mag comes out about the third week of the month. Although this may not sound strange to you, it does to me when you see an April issue that just came out and the month is nearly over. Have you guys ever considered coming out at the beginning of the month? You could certainly get your information out quicker. Some of your competitors do, so how come you can't? It's just a suggestion. Keep up the good work!

Jeremy Franklin  
Troy, MI

## APRIL FOOLS! HERE'S SOME OF THE TOP ANSWERS

In typical EGM tradition, readers tried to uncover our elusive April Fools' joke in the April issue. Below are the Top 10 notable, but incorrect, answers.

- 10) The drawing of the Project Reality system in Press Start on page 60.
- 9) The Nintendo advertisement on pages 43 and 44.
- 8) Morph into Kintaro in Mortal Kombat II in Arcade Action on page 72.
- 7) Reptilian-skinned Sonya in Tricks of the Trade on page 106.
- 6) Clinton and Gore trick for NBA Jam in Tricks of the Trade on page 96.
- 5) Super Street Fighter II Turbo controller movements for the shadow moves in Arcade Action on page 70.
- 4) The Punisher/Archie comic team-up in Lifestyles on page 196.
- 3) Akuma as the last Boss in Super Street Fighter II Turbo in Arcade Action on page 70.
- 2) The Sensual Massage game in Ed's Bio in the Review Crew.

And the most popular answer to the April Fools' joke was:

- 1) The Mega Man-X Hadoken trick in Tricks of the Trade on page 98.

Sorry guys, but all the above answers were not our April Fools' joke as each of these items are true, yes, even the Hadoken trick in Mega Man-X. The real answer was the misspelling of the word streets on the cover (check it out!) We're sorry nobody won, but keep those eagle eyes peeled for next year's contest.

(Ed. Well Jeremy, if you want your information faster, why not get a subscription? Subscribers not only get the information sooner, but the overall price of the magazine is much lower and you get Quartermann's new cheatsheet that has hints, tips, and tricks for the latest in arcade video games. This may sound like a shameless promotion, but it really is a great deal and the response we received from Q-Mann's first installment with the Fatalities, Babalities, and Friendships for Mortal Kombat II was overwhelming so the cheat sheet will become a regular feature for EGM subscribers.)

## JAM TIMES FOUR

I bought NBA Jam and I read that it's compatible with the Sega Team Player. What is this? I haven't heard much about it. Is it exclusive to Sega games? Is it compatible with the EA 4-Way-Play? Please give us the comparison/contrast on the Sega Team Player and the EA 4-Way-Play.

Doug Goodwin  
Athworth, GA



NBA Jam is really a blast when you get four players together and battle it out.

(Ed. That's a lot of questions you've got there so let's take it one at a time. The Sega Team Player is Sega's own four-player adapter for the Sega CD and Genesis. No, it's not exclusive to Sega-produced games but it is exclusive to Genesis and Sega CD titles. As for being compatible with the EA 4-Way-Play, if you mean to ask whether or not the Sega Team Player and the 4-Way-Play are compatible, no, it isn't. NBA Jam will not work with the Sega Team Player, according to Phylene Riggs at Acclaim, but the game will be compatible with EA's 4-Way-Play. As for the comparison/contrast, what can we say? They are both four-player adapters but, alas, some games that are compatible with one adapter may not be compatible with another, like NBA Jam. Tengen has developed a way for their game, Gauntlet IV, to work with both adapters through programming tricks. Perhaps more companies will follow suit.)

## WHAT IF!

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

### WHAT IF...

...Super Bomberman got loose in the World Trade Center?  
...Someone found the Lost Vikings?  
Daniel Eshleman, Warsaw, IN

...Kitana opened up a kissing booth?  
Daniel Duarte, Coral Springs, FL

...Kano retired from his life of crime and became a heart surgeon?  
Paul Snow, Palmcoast, FL

...E. Honda met his long-lost brother, A. Toyota?  
...They made a game called Playdough Fighters?  
...Elvis sightings began to show up in video games?  
Anoakie Turner, Scottsdale, AZ

...Aladdin rubbed the Game Genie instead of the lamp?  
Dennis Ramos, Great Lakes, IL

...Santa Claus crashed into the pit in Mortal Kombat?  
Jerry DiBona, Philadelphia, PA

...Gumby was a Clay Fighter?  
...The Lemmings walked into the abyss?  
Mike Mahoney, Moraga, CA

...Mario rode a Harley instead of Yoshi?  
...Mario and Luigi actually did some plumbing instead of making more stupid sequels?  
Ted Crosier, Hastings, NE

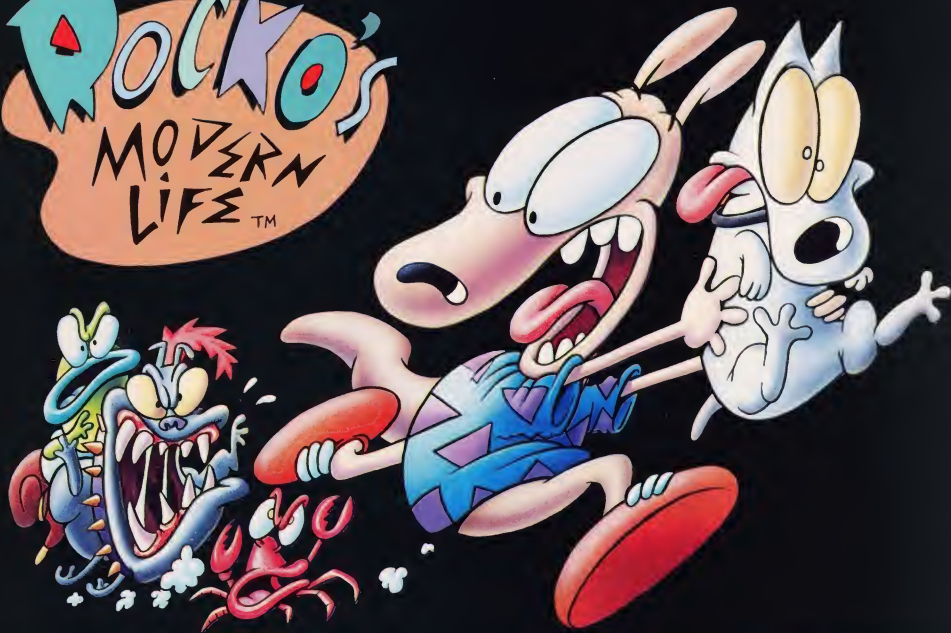
...What if the Mortal Kombat characters got arrested for murder?  
Tom Rendahl, Brookfield, WI

...Sub-Zero froze an opponent and then stole his/her wallet?  
Brian Barnes, Tampa, FL

Send your 'What If's' to:  
EGM What Ifs  
1920 Highland Ave. Suite 222  
Lombard, IL 60148  
Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.

# CATS have nine lives. Unfortunately, YOU have a DOG.

## ROCKO'S MODERN LIFE™



Beware of Sidney the octopus—he's well-armed.



Inflate Spunky into a balloon and hurl him over the goo.



Heffer is part cow, part trampoline.



Meet Ed Bighead—his bark is worse than his bite.

**SPUNKY** is one **dumb dog**. And O'Town is one **strange** and **DANGEROUS** place. Better get moving. **OR YOUR DOG'S HISTORY. ONLY YOU** can safely guide **SPUNKY** to the **golden fire hydrant**.

## He's YOUR dog.

NICKELODEON

## He's YOUR problem.

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Nintendo

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VIACOM  
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I'M NOT GOING  
INSANE. MY DREAMS  
WERE VISIONS OF  
REALITY— MY TRUE  
HOMELAND, MY  
FATHER'S MURDER,  
MY ULTIMATE DESTINY—  
AND THIS STONE  
AROUND MY NECK  
IS A LINK TO  
MY PAST.

... A FRIGID WIND  
SWIRLS AROUND ME,  
I'M SMOTHERED  
BY DARKNESS.  
TIME HAS COME TO  
DEPART THIS WORLD.  
I SMELL DEATH  
AND DESTRUCTION  
IN THE AIR...

- Kyle



*Interface*

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## REBORN CLASSICS

Lately, I have been reading your mag a little more closely and have become quite interested in Atari's Jaguar. I have numerous questions about it that are burning to be answered. So far, the system sounds like the real deal. With 64-Bits, great sound, and a very low \$250 price tag, I'm left in awe. It sounds like its quality exceeds that of the 3DO and Phillips CD-i, especially price-wise.

The problem is with every new system comes a few speed bumps. You see, I'm a proud and dedicated owner of a Nintendo, Super Nintendo, and Genesis. I adore these machines because they have produced the most beautiful carts ever. The Nintendo takes credit for games such as Mega Man, Dragon Warrior, Final

Fantasy, Star Tropics and ... well the list is endless. The Super Nintendo brought us Street Fighter II and StarFox while the Genesis endowed us with Phantasy Star II and top-of-the-line sports games. What I'm worried about is whether or not this young jungle beast will be able to satisfy my hunger for quality, classic carts with plenty of replay value, like the aforementioned games have. It is easy for others because they already have top names under their wings to support them. And if they ever fall into a creativity slump, they can always fall back on their arcade hits. The Jaguar, on the other hand, doesn't have those types of advantages.

Another thing that not many people have considered yet is whether or not this will be a repetition of history. As we all know, Atari was the first big name in video games but a couple of years later they found themselves extremely outdated in a world of new and exciting games. Now, Atari is trying to come back again. It is a crying shame that they had to choose to come back at the worst possible time. Why? Because of Nintendo's Project Reality. Not only is Nintendo trying to pull off the big VR, but let's face it, true virtual reality can't be too far around the corner.

Israel Vasquez  
Perrysburg, OH

## EGM! SPECIAL ASSIGNMENT!

Get your pens and pencils ready! The next assignment is to draw what you would want to see on the next cover of EGM. Preferably draw this on an envelope, but if it just can't be done, a sheet of paper will work as well. This can mean a picture of your favorite character in a game or even something totally outrageous. We want to see originality and the two most creative drawings will be shown here. Below are two winners from the contest that ran in EGM #58 where we asked readers to draw a scene that depicted what would happen if video game characters attended the video game violence hearing. Here are the results of that contest.



Drew Fuller  
Jefferson City, MO



Brian Keener  
Seven Valleys, PA



Games like Tempest breathe nostalgic life into newer systems, such as the Jaguar.

(Ed. Well, if you've been reading the magazine closely, you probably should have seen that we gave Tempest 2000 for the Jaguar the Game of the Month award in the April issue of EGM. Your main concern was that Atari has no games to fall back on when creativity isn't at its highest peak. What about Tempest? This game isn't exactly leading-edge technology here but the game was such a hit and has nearly infinite replay value. Atari has many other classic arcade games that will probably be done on the Jaguar as well. As for Atari coming back at this time—sure, it is a tough time with nearly everyone introducing something new, but Atari feels they have a strong contender in this market. Will this be a repetition of history? Only time and sales will tell.)

# STREETS OF RAGE 3

**Go electro!** Mr. X's minions meet their match in Dr. Zan's electrifying Robotic Reach!



**Lift-off!** Use Skate's shreddin' airborne rollerblade spin-attack to battle the 'Bots!



**Axel and Blaze are back** and getting their kicks with all new Martial Arts Moves!



SEGA



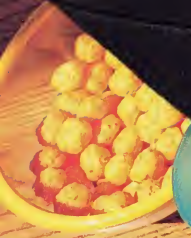
**HIT'EM LIKE A TON O'BRICKS!**  
AND TAKE BACK THE STREETS WITH SEGA GENESIS™



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# It's like Game Boy on steroids.

Now play your Game Boy games **in color** on Super NES.

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Just put your favorite Game Boy game into the Super Game Boy accessory, stick the Super

Game Boy into your Super NES and **ta-dah!**



CRANK UP THESE CLASSICS ON SUPER GAME BOY AND THEY BECOME ALL-NEW BATTLES.

The most excitement your TV has had since it got cable.

So now you've got **a whole new game library** for your Super NES for about the price of a single Super NES game!

And it's all so huge and in color. What could be cooler?

Uhhh... nothing. Super Game Boy is pretty much the **coolest thing ever**. So get one. And while you're there, pick up new Donkey

Kong™, the first Game Boy game to take full advantage of the amazing and mystical

powers of Super Game Boy.

But don't make Mario yellow. We heard he hates that.



**Super**  
**GAME BOY**  
ACCESSORY

## THE PRICING GAME

Last summer I purchased a Sega Genesis. The reason for buying it was HardBall III. I have had a Super Nintendo since Christmas of '93 and HardBall III was only out on Genesis so I bought one. Now it's coming out on Super NES and it has the MLBPA name—the Genesis one doesn't. The point I'm making is that if the games aren't made by Sega or Nintendo, they will come out on both systems.

Another point is that the games on Super NES cost more even though it's the same game. For instance, Tecmo Super Bowl on Super NES costs \$74.99 and the same game for the Genesis costs \$69.99—only a five dollar difference, but it does add up after a while. The Super NES game is better anyway, graphics-wise. The same with NBA Jam. With the exception of Mortal Kombat, the games on Super NES are better. Only people with both systems can judge this, like myself. On the bus I hear little kids say they want a Genesis for Christmas or their birthday, but they're not getting the truth from advertisements. I have to congratulate Sega on their advertising with the way they can totally deceive people, but that's what they're supposed to do. I have just one more question. Why aren't all games released on the same date for each system like Bill Walsh College Football or NBA Showdown '94? Both of these games were released on the Genesis first. Why?

Timothy Ecker  
Newfield, NY

*(Ed. The way most companies work, they will develop games on one system first, like the Genesis, and then port the code over to other systems, like the Super NES. That's the reason you'll find many games from Electronic Arts on the Genesis before you'll see them on any other format. It's true that most third-party companies will cross-license their games to other systems. It's a great way to get your game out to a bigger audience. As for the higher price of Super NES titles, that's because Nintendo charges a higher licensing fee for third-party games and the companies need to charge a bit more to make up the cost. Not all games are released at different times for both systems. Companies like Acclaim released Mortal Kombat for Super NES, Genesis, Game Boy, and Game Gear on the same day. Quite a marketing feat!)*

# EGM ENVELOPE ART!



Peter Chung  
San Jose, CA

What do you get when you cross a Michelangelo with a Mario? You get EGM's envelope art! Send us your best scenes and if you get first place you could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the Biggest and Best Video Game Mag! Intensity 101!



Tony Grate  
Long Bottom, OH



Mark Kamigaki  
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John Paul Leicht  
Garland, TX



Melissa Shim  
Vancouver, Can.



Joseph Morrison  
Bloomingdale, GA



Zaid Aryanpure  
Tracy, CA



## WIN A BIG STICK! FIRST PRIZE - FIRE STICK

The first place prize is a Fire Stick from G & C Joystick Manufacturing. For product info write P.O. Box 848, Paramount, CA 90723 or call (800-JOYSTICK).



# WE'RE LOOKING FOR A FEW GOOD MICE!



Characters from the popular animated movie, "An American Tail," and the hit home video are now in America's Most Wanted video game!

"Fievel Goes West," for play on Super NES, features the world's feistiest mouse in a Wild West adventure with multiple levels of challenging fun. Incredible graphics and

awesome stereo sound bring the magic of the movie right to your fingertips. Yep, pardner, mosey on down and lasso it for yourself!



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## FIEVEL GOES WEST... YOU CAN TOO!

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Grand Prize includes:

- Two-night hotel stay and rental car
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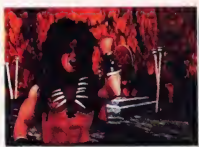
**USAir**

The Official Airline of Universal Studios Hollywood

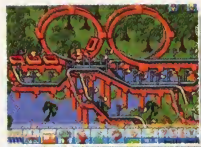
Mail completed entry form (copies okay) before October 10, 1994 to: "Fievel Goes West" 8652 Thornton Ave • Newark • CA 94560

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No purchase necessary. Limit one entry per household. Winners notified by telephone. Winner under 18 must be accompanied by parent or guardian. Entries must be postmarked by Oct. 10, 1994. Entry forms property of Hudson Soft USA. No cash equivalent prize awarded. All transportation not available in certain areas. Other restrictions apply. Entries restricted to Continental U.S. only. Void where prohibited. Trip must be taken within May 1, 1995. Employees and their families of Universal Studios Hollywood, its subsidiaries, divisions and related companies, its promotional agencies and all participating promotional parties not eligible. Taxes apply. For complete entry rules and list of winners send S.A.S.E. to contest address above. © 1994 Universal City Studios, Inc. An American Tail: Fievel Goes West © & © 1991 Universal City Studios, Inc. & Amblin Entertainment, Inc. All rights reserved. Licensed by MCA/Universal Merchandising, Inc.



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# LET GAMES

This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

Experience sports games so intense you'll feel the turf burn, combat games that'll drain pints of your blood, and dizzying virtual reality games like *Doom* and *Alien vs Predator*. Can you stomach a few thousand body blows? You'd better because in *Ultra*

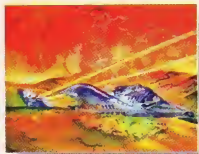
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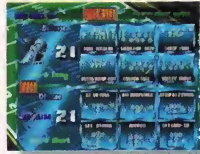
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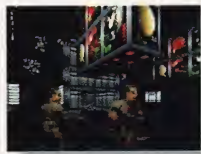
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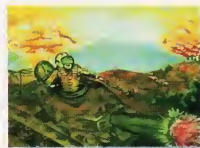


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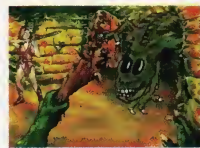
# THE BEGIN.



BARKLEY BASKETBALL:  
SHUT UP AND JAM!™  
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KASUMI NINJA™  
Atari

Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.

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# REVIEW CREW

## 33 GAMES REVIEWED!!!

World Heroes 2 Jet, Pocky & Rocky 2, Double Dragon V, Fievel Goes West, King of the Monsters 2, Jungle Book (Gen), Streets of Rage 3, Mickey's Ultimate Challenge (Gen), Rebel Assault, Jurassic Park 300, Jungle Book (NES), Mickey's Ult. Challenge, Asterix the Gaul, Beauty & the Beast, Super Loops, Suzuka 8 Hours, Ken Griffey Baseball, The Jetsons, Jungle Book (SNES), Combat Cars, Pele Soccer 2, World Champ, Soccer 2, World Heroes, Tinhead, King of the Monsters 2, Revengers of Vengeance, Revenge of the Ninja, Dark Wizard, Super Side-kicks 2, Pac-Attack, NBA Action, Jungle Book (GG)

## MEET THE REVIEW CREW!



### ED SEMRAD

With Ed's extensive travelling, he's had opportunities to learn some Japanese and French words to make life a little easier. Now if only he knew how to order food...

#### Current Favorite Games:

Super Metroid; WH2Jet; Jurassic Park 300.



### DANYON CARPENTER

After extensive battles with Major Mike on World Heroes 2 Jet, it looks as if Dano just might buy a Neo-Geo. Ouch, time to hit the boss up for a raise.

#### Current Favorite Games:

Super Metroid; World Heroes 2 Jet; DBZ2



### AL MANUEL

Lately, Al has been having nightmares about giving games high scores. Luckily he just found out it was a bad case of indigestion from those late-night burrito places.

#### Current Favorite Games:

Mega Man X; NBA Jam SNES; Super Metroid



### SUSHI-X

Sushi just couldn't be happier. After getting his hands on the Super Game Boy, we just can't tear him away from Metroid II and Mortal Kombat in color!

#### Current Favorite Games:

Super SF2; Gal's Panic; WH2 Jet



### MIKE WEIGAND

Major Mike has been getting quite a workout lately—primarily from marathon battles of Art of Fighting 2 with Trickman Terry and World Heroes 2 Jet with Danno. Shoest!

#### Current Favorite Games:

World Heroes 2 Jet; Art of Fighting 2; Shinobi 3.

## GAME OF THE MONTH

Neo-Geo SNK / Alpha

### World Heroes 2 Jet

Fighting Now

Levels: N/A 178 Meg



### ED SEMRAD

I bought World Heroes 2 and thought it was a good game. Now after playing this remake, I'm about to ~~lose the old one out!~~ This car has been retooled to play better and have more moves. There are so many cool additions, it's hard to describe how much is new. Like the many taunts and fake dizzies. The two new characters are a bit too powerful though. This is one to get if you have a Neo-Geo.

### AL MANUEL

There are plenty of great fighting games for the Neo-Geo and World Heroes 2 Jet is no exception. This title comes out on top with sharper and more colorful graphics plus awesome stereo music and sound. The real kicker is the improvement on play control making the special moves easier to execute. The new Tournament Mode is also a great feature. Those who own the first WH should pick this up.



### DANYON CARPENTER

Look out baby! World Heroes 2 Jet is here and it's the most exciting game I've seen all month. Everything about this game is fantastic: the two new characters are awesome, the graphics and sounds are top-notch, and the control is simply unbeatable! Some characters like Mud Man and Muscle Power have been improved wonderfully and every character has some new moves. Break out the quarters!

### SUSHI-X

The Neo fighting games keep getting better. After the hit Samurai Showdown, I thought they could only go down. Wrong! WH 2 Jet is a top-notch fighting game in every aspect. Dozens of new moves and two extra characters are only the beginning of the changes. There are new modes of play and new techniques such as faking a dizzy which adds a new level of strategy. It looks hot and handles just as good.

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## MAJOR MIKE'S GAME ROUNDUP

### Beauty and the Beast Hudson Soft / Super NES

This title seems to escape a decent cart translation. This version has bad control, unappealing attacks, and less-than-inspired backgrounds. The animations are well done, with cute characterizations, but it just doesn't come off.

**6** **5** **4** **4** **4**  
ED DANO AL SUSHI MIKE

### Super Loopz Imagineer / Super NES

Additive, additive, addictive! This is another simple-looking, but very playable puzzle-type game that will have you playing for hours. The Password Option is very welcome, and the background music is a nice addition.

**9** **7** **7** **8** **8**  
ED DANO AL SUSHI MIKE

### Suzuka 8 Hours Namco / Super NES

Dynamite scrolling and excellent control make this a must for racing fans. The password is a nice feature, as is the option to customize your bike. The two-player view is a little narrow, and the sound could be punched up.

**7** **7** **6** **6** **7**  
ED DANO AL SUSHI MIKE

### Ken Griffey Baseball Nintendo / Super NES

This baseball game plays well enough, but for one player, the computer is too tough an opponent. The scaling is decent enough, and Steve Palermo's digitized voice is another highlight. A good choice.

**7** **6** **7** **6** **7**  
ED DANO AL SUSHI MIKE

### The Jetsons Taito / Super NES

A faithful cartoon adaptation, with good graphics and character animations. George's Suction Cup attack takes a while to get used to, and it does make for an awkward attack (especially when fighting the Bosses).

**7** **6** **6** **6** **7**  
ED DANO AL SUSHI MIKE

Super NES Natsume

### Pocky & Rocky 2

Action August  
Levels: 9 12 Meg



I enjoyed the original Pocky & Rocky, and I was overjoyed when I saw the sequel. However, a few things have changed. I don't like the fact that Rocky (and the other characters) are nothing more than funky options. The graphics are really good and the music is nice, too. The new people are a nice touch, and figuring out what they do is part of the fun. As a sequel, it doesn't match the original, but it's still top-notch.

Very nice, indeed! I thoroughly enjoyed their first adventure and this one tops it. It's cool that there are new characters for Pocky to team up with, each having their own special abilities. The game plays superbly and is a blend of an adventure and shooting game all in one. The Bosses are corny looking but that's part of the appeal. Lots of surprises, plenty of enemies, and hidden stuff add up to one really fun game.

What can I say about one of the coolest adventure sequels? Natsume's Pocky & Rocky 2 comes out a winner with fine graphics and superb game play. The sound even has cool stereo separation. The best part is Pocky can have partners other than Rocky, which totally gives the game new life each time you play. I like how each character has different abilities, too. Very impressive! Cute too!

The original is one of my all-time favorite games. The cute characters and loads of technique (including the ability to block) make it great to play. In this sequel, they've added several friends to help you. These other guys can be played by a second player or computer controlled. Tons of new moves, improved graphics, and cute characters make this an awesome two-player game.

Super NES Williams Ent.

### Double Dragon V

Fighting August  
Levels: 12+ 24 Meg



If it wasn't for the Title Screen, I wouldn't have known it was Double Dragon. This game is based on the kids' show instead of the much darker arcade game series. The control is pretty good, and the graphics are nice, but I didn't really get into this one. Maybe it was the lack of intensity. The adjustable stats and hidden codes do help this one out. A good game for kids, but older players should pass.

Here's another fighting game trying to break out of the cookie-cutter mold. Although it doesn't have a dark look to it, the game is still enjoyable for the younger player, and for whom this game is aimed. The moves are quite easy to do and it's nice to see that throws don't inflict much damage. The characters are difficult to get into unless you've seen the cartoon because these guys are bizarre. This is an average fighting game.

Double Dragon V will probably be enjoyed more by fans of the cartoon series, because it sticks to that premise more than to today's fighters. As it stands, the moves are easy enough to pull off, but the fighters are unappealing and their movements look ridiculous. Not that trying to make all popular media characters into fighting games will fail (remember TMNT: Tournament Fighters?) it's just that this one doesn't feel right.

If you're thinking of the Double Dragon guys from the arcade and not the cartoon, you're in for a surprise. The characters all have very similar, yet simple movements. Unfortunately, the charge time and control aren't as easy. It plays OK but unless you're a fan of the show, there's nothing special about it. The game play and control need to be sharpened to improve its playability. Close, but nothing exceptional.

Super NES Hudson Soft.

### Fievel Goes West

Action August  
Levels: 18 8 Meg



Fievel looks like a cartoon and sounds like one as well, but this title just didn't catch my eye. The control seemed a bit too loose. It was also a tad too difficult for me. And I had trouble getting through it. I'm not quite sure what audience this is intended for. I think younger players will get frustrated, and older players will be turned off by the title. It's a good cart, but like I said, it's not exactly my type of game.

Fievel Goes West is a cute game that's based on quite an old movie. What you'll find is a solid action game with extremely good music, smooth play control, and a fun theme. The attention to background detail is noticeable right from the start. Some of the levels, like 2-1 where you're floating in the can, can be frustrating. Overall, it's a fun game for the kiddies and is also challenging enough for an older gamer.

Fievel Goes West starts off with some very cute music to make the player fall in love with the main character, but it loses its appeal quickly with poor game play. The control is there, but the interaction is lost somewhere in the game field. The tad though. The graphic rendition of the cute little mouse, as well as the other characters from the movie, is excellent as is the soundtrack. Suited for younger players only.

The look of the game is cute and cartoony enough to attract people of all ages. However, the game play doesn't complement the game. The sounds and graphics are definitely tops, but there isn't enough interaction to keep someone interested. Also, for younger players the control may be a bit awkward and the game play too simple. It could have benefitted from a more Mario feel with more things to interact with.

## MAJOR MIKE'S GAME ROUNDUP

### The Jungle Book Virgin / Super NES

Typical Virgin treatment: astounding graphics and character animation. Jungle Book has all these qualities in addition to good control and huge levels to explore. This makes a fine addition to the other Disney games.

8 ED 8 DANO 8 AL 8 SUSHI 8 MIKE



### Combat Cars Accolade / Genesis

An overhauled racer like Micro Machines, except with realistic courses. There are plenty of drivers to pick from, except some have unfair advantages over others (like the guy with the guided missiles). A blast with two drivers.

8 ED 6 DANO 6 AL 6 SUSHI 6 MIKE



### Pele Soccer 2 Accolade / Genesis

More or less the typical soccer game, with plenty of teams, etc. Nothing terribly new here (except, of course being able to pick the weather conditions) to make it distinctive. Still, if you liked the first one...

6 ED 4 DANO 4 AL 5 SUSHI 6 MIKE



### World Championship Soccer Sega / Genesis

The control isn't the problem with this one, it's the presentation: the players look awkward bobbing up and down on the field, and the slanted perspective also hinders things. However, there are plenty of teams and games to pick from.

6 ED 5 DANO 5 AL 5 SUSHI 6 MIKE



### World Heroes Sega / Genesis

The Super NES version was a good Neo-Geo reproduction, but this one completely misses! The action is incredibly slow (and a bit choppy) and the voices are horrendous! All the fighters are still there, but the fun isn't.

7 ED 6 DANO 4 AL 4 SUSHI 5 MIKE

Super NES	Takara
<b>King of the Monsters 2</b>	
Action	Now
Levels: N/A	16 Meg



I like the Neo version, and this one is just as good. It plays very well, and the graphics are more than what I expected. It's not necessarily the best game when you play alone, but with someone else helping it's loads of fun. A few things have been taken out from the Neo—like the grappling bonus rounds, but they weren't too hot to begin with. Oh well. I would suggest playing this one a while. It grows on you.

Fighting with big monsters? It hasn't really been done before so it wins points for originality. The side-scrolling scenes are a nice breather from the battles with the Bosses, but it's too easy to get by little enemies, even when blocking. Also, what's the deal with only three characters? This fact severely limits the replayability. The tunes are great and the control is superb, although your thumb gets numb after a while.

King of the Monsters 2 is perhaps the most strenuous workout any gamer will get without going to the gym. The entire game consists of nothing but rapid button crunching. It's a total riot when you want to take part in smashing buildings, bridges, power plants, and other monsters. Among the cool aspects of the game are the colorful graphics and monstrous sound effects. The special attacks are also great!

An incredible reproduction of the Neo-Geo version. This cart has all the moves and wrist-wrenching action you've grown to love. Loads of icons and power-ups keep you moving through the levels up to the tough fights with the Bosses. Fans of wrestling games will love the action, especially when you can choose from three guys. This type of action may not be for everyone, but if you love the grapple type of game, get it!

Genesis	Virgin
<b>Jungle Book</b>	
Action	Now
Levels: N/A	16 Meg



Not a big fan of the movie, I was wondering how they could make a game out of it. Yet, Jungle Book has great music and animation to match. The sounds fit this cart perfectly, but Mowgli's yell is very annoying. It's tough at times to know quite where you are going, and I often got lost in the huge levels. If you can brave the many instant hits, Jungle Book is certain to give you an enjoyable adventure.

Fantastic animation. That's the first thing people say when they see Jungle Book. They also see a game that is more than an average action game. It's quite easy to lose yourself in a game like this. The music, particularly the earlier levels, can get to you after a while—thank goodness you can turn it off. All in all, Jungle Book uses the basic play mechanics of successes like Cool Spot and yet another winner is cranked out.

I like this game. Jungle Book recreates the likenesses of the characters with great detail and smooth animation. This is evident throughout the game with all the huge, colorful levels that you must venture through. The fine control is a welcome feature, especially when the levels are as large as they are in this game. The music recreation is catchy and can also get you humming a bit. Good for players of all ages.

Virgin is the king of animation and doesn't disappoint with the awesome looks of Jungle Book. The characters and sounds really create the jungle atmosphere. Complementing its looks are the sharp controls and fun game play. The game can get a bit repetitive since all the scenes are jungle related, but nonetheless the action is still fun to scroll through. Huge levels of brilliant color and animation await you.

Genesis	Sega
<b>Streets of Rage 3</b>	
Fighting	3rd Qtr. '94
Levels: 7	24 Meg



This has always been a good series, and I really enjoyed this cart. A few things bothered me. The music wasn't up to par with what Yuzo Koshiro normally does, and the sounds were sub-standard. The background animations are really good, and the diversity of game play adds tremendously. One question: why did Sega change the characters' outfits to gender neutral colors? It is still a great Sega fighter.

It's back again. Streets of Rage 3 offers new fighters, more moves, and better levels than the previous episodes. Does this make it a better game? Sure, but not without some compromises. The music, although done by Yuzo Koshiro, is really bad. What happened, Yuzo? The levels are really huge and offer tons of thugs to beat up over and over again. It's good, but in the end it's strictly another walk-and-fight game.

YESS!! Streets of Rage 3 is a continuation of one of the best fighting adventures from Sega. With 24-Megs of memory, there are loads of lethal moves and an improved soundtrack. There are even more moves when you play with the six-button controller. Very cool with the Head-to-Head Battle Mode. The only bad part is the heinous slowdown in some areas of the game. Bummer! Still a great fight title, though.

Definitely a good sequel! It has all the moves and characters that made the first a smash hit. It looks and plays well, fully utilizing the 24-Megs. There are lots of new guys to fight and different paths to take. One of the best new features is the ability to play as Roo the kangaroo, a hidden character. Overall it's fun to play alone or head-to-head. However, the concept is starting to get over used and repetitive.

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## MAJOR MIKE'S GAME ROUNDUP

GA

### Tinhead

Spectrum Holobyte / Genesis

Great graphics are the highlight of this cart. The stages are a little hard, but the Bosses are dynamic and practically take up the entire screen. The standard attack is a bit weak, but the power-ups compensate.

6 ED 7 DANO 6 AL 6 SUSHI 7 MIKE

MA-13

### King of the Monsters 2

Takara / Genesis

A great one-on-one fighting game spin-off, with great special moves and plenty of monsters to pick from! The Two-player Battle is a real treat and will keep you playing for hours! A nice variation on the Neo-Geo title.

8 ED 8 DANO 7 AL 8 SUSHI 8 MIKE

MA-13

### Revergers of Vengeance

Absolute / Sega CD

An interesting attempt at doing something new with the RPG/fighting game genre, however the one-on-one fighting sequences are very slow and not very exciting. Being able to create your own fighter is a nice option.

5 ED 4 DANO 3 AL 3 SUSHI 5 MIKE

MA-13

### Revenge of the Ninja

Renovation / Sega CD

Essentially a Dragon's Lair-type action game, this is more a treat to watch than to play. The game could provide a few more continues, and your skills will rely more on memorization than anything else. Nice animation though.

8 ED 7 DANO 5 AL 6 SUSHI 6 MIKE

MA-13

### Dark Wizard

Sega / Sega CD

Another RPG for the Sega CD! Excellent cinemas and battle sequences will please Sega CD fans wanting more of this type of game for the system. Definitely not to all tastes, but fans of Lunar will enjoy it.

8 ED 8 DANO 6 AL 6 SUSHI 7 MIKE

Genesis Hi-Tech Exp.

## Mickey's Challenge

Puzzle Now

Levels: 6 8 Meg



I always enjoy a puzzle game, and Mickey's Ultimate Challenge comes off very well. The sounds aren't too hot, and the music is best turned down, but the graphics and animation reflect the Disney theme very well. After you play through the game once, I don't really see the replay value, but it's good the first time around. This game would be perfect for the younger players. It's a good game, but not great.

Puzzle games are always fun to play and this one is too. Although the game is really geared for younger players, it can be fun for an older player, it's just that the difficulty level is a bit too easy for veteran players. The puzzles are cute and have a lot of variety. The game is pretty colorful but the control of Mickey really needs some fine tuning. Younger kids may want to check this one out. Older players might get bored.

Mickey's Ultimate Challenge is not much of one when it comes to playing through the six different puzzles, all of which can be easily solved, even in the hardest setting. Puzzle gurus will breeze through this one. Difficulty aside, this game is a good brain teaser that young players may enjoy. The graphics, sorry to say, are disappointing for a 16-Bit game. It could use more color and the music was best turned off.

I love puzzles games, but I must admit that this one is a bit too easy. Even on the hardest level, the puzzles are simple and lose some of their value. However, there are six unique games like Simon Says and the classic Concentration. The graphics and sounds are decent for the system but overall it seems to be geared toward a younger audience. It's a good game for puzzle fans but it may be too easy for veterans.

Sega CD JVC

## Rebel Assault

Simulation Now

Levels: 15 CD-ROM



Possibly being the biggest Star Wars fan around, I was eagerly anticipating this cart. The music made this game love John Williams' soundtracks. The graphics hurt this game considerably, especially when they only use about four colors on-screen. It plays pretty well, and I really like the Star Destroyer scene. Star Wars fans might be a little disappointed, but it's not bad once you play it for a while.

This game had so much hype around it, it's almost sad that it came off so badly, particularly due to limitations of the Sega CD. The color palette is so poor in many scenes that you never know you're going to hit something until it's too late. The music is right from the movie, the voices are good, and the cinemas are nice and lengthy, but alas, the color palette kills them. Hey, how about bringing this to the 3DO?

Even though Rebel Assault is loaded with full-motion flight and battle renderings, I just didn't find this game all that exciting. For one thing, the lack of colors really hindered game play and at times, you couldn't tell where your ship was going, resulting in a crash. Flight controls also need to be improved because the ship moves awkwardly and sometimes feels unresponsive. It just doesn't do Star Wars justice.

Being a big fan of the Star Wars series I tried to give this one a chance but to no avail. I've never really liked flight sims and this one shows the reasons why. The digitized looking graphics are just too grainy and the game play is simple and not interesting enough to maintain your attention. However, there are some excellent cinema scenes and a large variety of levels. It's not my kind of force but it may be yours.

3DO Univ. Int. Pict.

## Jurassic Park

Action/Puzzle Now

Levels: N/A CD-ROM



I loved the film JP, and this 3DO title is the best game translation of it. The music is directly from the movie, and there are even some video clips. All the scenes are done in a dramatic way. The raptor chase sequence will give you a coronary and the driving sequence is a blast. While driving, I wish there was a reverse, because it's too easy to get caught. Nedry's games bring back memories. Great!

The game everybody wanted to see is finally here and it's pretty darn cool. This game is hard to review since the game is so different from anything out there. The whole idea is to save five characters but the way you do it can get repetitive real quick. All the different games are nifty, but once you know what to do, the fun wears off. The music is phenomenal and adds to the drama of this wild game!

Jurassic Park was a cool film and the 3DO game is a great rendition. There are plenty of cool scenes from the film as well as new full-motion footage. Very cool! I don't think I have to say how great the graphics and music are. Hey! It's a 3DO game! The reproduction of the velociraptor roars can give you a frightful jump. The cool little games in Nedry's computer are a neat addition. Great game, overall.

From the weird little games of the past to the new types of levels, this game is fun. It doesn't try to rehab the movie, instead it takes a fresh approach and fills it full of fun games from driving, to shooter, to 3-D block out, plus Galaga, and Asteroids! Even if you don't like the movie you'll have to try the mini-games and experience the story line of this high quality 3DO title. The graphics and video footage are awesome!

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## MAJOR MIKE'S GAME ROUNDUP

### Super Sidekicks 2 SNK / Neo-Geo

Super Sidekicks 2 takes the first game to new heights. The control is dead on and the action is incredibly intense (not to mention the super slow effects). This has huge Meg Neo-Geo arcade game quality, and video game soccer fans won't want to miss this one! Go at it with a friend for hours on this one. Listen to the crowd roar!

9 8 7 8 8  
ED DANO AL SUSHI MIKE

### Pac-Attack Namco / Game Gear

The add-on to the Pac-Man arcade game character continues on! Not relying on fancy graphic effects, Pac-Attack is the type of puzzle game designed for Game Gear. The premise is simple (fitting bricks together in a manner similar to Tetris), but play this game a few times and you'll definitely get hooked on this smaller version.

7 6 6 7 7  
ED DANO AL SUSHI MIKE

### NBA Action Sega / Game Gear

It's the basketball invasion! Taking an intense sports game like basketball and making it playable on a small platform isn't the easiest, but NBA action is remarkably successful. Although the action can get a little cluttered at times, the game controls decently enough to merit a look. This probably won't convert non-sports fans, though.

5 6 5 5 7  
ED DANO AL SUSHI MIKE

### The Jungle Book Virgin / Game Gear

Making the rounds on seemingly all home systems, this version of the popular Disney title holds up pretty well here, although the control needs some fine-tuning. The levels are huge and graphically well done, and the distinctive characters are all recognizable. Mastering the attacks does take some time, but overall this is a fine Disney conversion.

6 6 6 6 7  
ED DANO AL SUSHI MIKE

NES	Virgin
<b>Jungle Book</b>	
Action	Now
Levels: 15	2 Meg



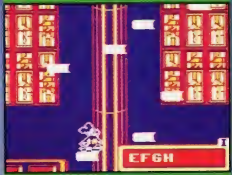
Jungle Book contains some of the best animation ever seen on the NES. Not since Phantom Fighter have I seen such fluidity. The music is as marvelous as well, treating us to the classic Disney music. On the downside, the pitfalls to cross are spaced too far apart. There is absolutely no margin for error at all. The enemies keep getting free hits, too. This is one of the last good NES games it seems. This is 8-Bit at its best.

This is the NES? Where did that animation come from? Seriously now, I've never seen a NES game that looks or plays like this game does! There are loads of items to use and the levels themselves are very challenging. However, you really have to be precise in the timing of jumps, or it's a long way to the bottom. The music is decent for a NES game as well. One of the best buys for the NES out there.

Surprisingly, Jungle Book for the NES is not that bad. In a way, it may be better than this 16-Bit counterpart, namely in play control. The graphics, I'm sorry to say, don't match up, but are still very good for an 8-Bit game. The music is even pretty darn good. Among the cool things about JB are the huge levels and cool weapons ... er ... bananas, you can throw. A decent purchase for the old NES-a-rol!

I was totally surprised how well they did on this 8-Bit wonder. This tiny cart has a lot of the same type of animations and game play that make the other version tops. You can chose from an assortment of weapons as you scroll through big levels with plenty to explore. The graphics and sounds are great for the system and will keep you playing and playing. Definitely a major contender in the NES category.

Game Boy	Ni-Tech Exp.
<b>Mickey's Challenge</b>	
Adv / Puzzle	Now
Levels: 6	1 Meg



This is one of the best Game Boy games I've played in a while. The puzzles are fun, albeit easy. The graphics are average, but the game play is here. I like the Disney elements a lot, and the story is neat the way it unravels. I liked it, so even those of you who feel too old for it should try it. Mickey's Ultimate Challenge may not be all that challenging, but when it comes to being fun, it's really a great game to play.

Mickey's Ultimate Challenge is an original game in the respect that it offers the younger audience a chance at some bogging puzzle games. Although not overly frustrating, in fact quite easy for an older audience, the game does have a certain appeal. You get to meet up with other Disney characters and solve problems they have. This game would make a great addition to a young one's video game library.

This game is obviously geared toward a very young game playing audience, because Mickey's Ultimate Challenge doesn't have any at all. Difficulty aside, I found the puzzles you must solve to be entertaining. There's also a bit of humor involved. The graphics, although 8-Bit are decent and the sound is catchy. The music can get a bit annoying when you play a puzzle too long. This is a great mind-bender.

It may be a bit easy for the more experienced player, but even a veteran in my age group can appreciate the different puzzles. Sure it's Game Boy, but the version I played was colorized so it wasn't too bad. The graphics are pretty cool yet the sounds are mediocre. I really enjoyed the variety of games but it seemed to end too quickly. Yet, the puzzles can get tough on Hard Mode. A neat little game to pass the time.

Game Gear	Sega
<b>Asterix the Gaul</b>	
Action	Now
Levels: N/A	4 Meg



I'm not a big fan of the European comic, so this game didn't really appeal to me. The graphics and animation were well done in this rendition and the music is quite nice. What is really bugging me is that the control doesn't match the other elements. It's hard to get where you want to go without dying. It's also hard to see ahead to avoid the dangers. This is, overall, a good game that's hurt a lot by the control.

Welcome to another day in the life of another action game, starring Asterix the Gaul. Yes, Asterix is strictly average stuff with nothing that stands out. He moves quick, punches everybody out of his way, and even has keys to open doors. Sound exciting? Of course it doesn't. The tunes are simple beeps and clicks but the volume control is only a fingertip away. Sorry Asterix, you're just not too exciting.

Man! I'm sorry, but Asterix is just a ho-hum game with nothing really exciting to show for it. The control is a major problem where the jump seems to be difficult to manage, and the music just becomes more of a nuisance. Otherwise, the game's graphics are done very well with cute characters from the cartoon. And there are some OK little weapons that you can use—like the bomb. I just couldn't get into it though.

At first the game seems kind of weird, but after you play it a bit, you can really get into it. Options like changing character and the strange power-ups add a nice twist. The graphics are sharp and detailed for a portable but the sounds do get a bit annoying. This may not be everyone's type of game. The action is interesting but the game can get frustrating at times. If you're on the road and want to waste time, pick this up!

EDITORS' CHOICE GOLD

GA

GA

GA





**YOU  
CAN'T  
GET  
TOO  
MUCH  
OF A  
GOOD  
THING**

# BEGINNING

SUPER NINTENDO • GENESIS • SEGA CD • 3DO • JAGUAR • IMPORT • ARCADE

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MADDEN '95  
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SPAWN  
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CRUSADE  
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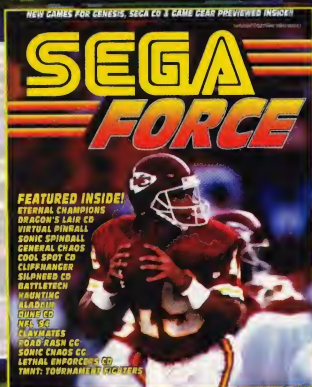
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SUPER NES

PITCHING		BATTERS	
NAME	STATUS	NAME	STATUS
BLAUSER	START	BLAUSER	START
CARTER	START	CARTER	START
RICKEY	START	RICKEY	START
BLAUSER	START	BLAUSER	START
CARTER	START	CARTER	START
RICKEY	START	RICKEY	START
BLAUSER	START	BLAUSER	START
CARTER	START	CARTER	START
RICKEY	START	RICKEY	START

Thanks to full roster manipulation, you're the manager. Pencil Molitor in at third and put Olerud in the DH slot. Have Dibble come in to close. It's all up to you, skipper.

SEGA GENESIS



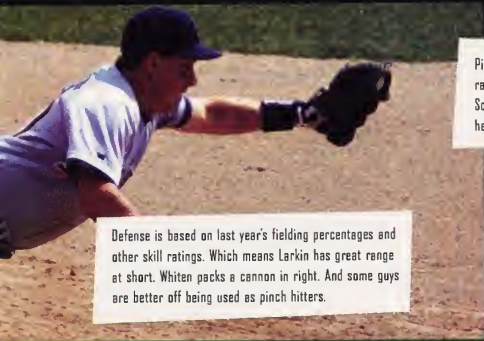
Hey—you'd sweat too if you had to throw to this guy.

# DON'T JUST BOX SCORES.

SEGA GENESIS

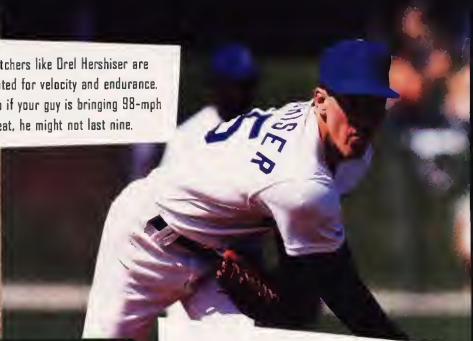


Blauser anchors the infield. Carter delivers the clutch hit. And Rickey wreaks havoc on the basepaths. It's like your baseball card collection has suddenly come to life.



Pitchers like Orel Hershiser are rated for velocity and endurance. So if your guy is bringing 98-mph heat, he might not last nine.

Defense is based on last year's fielding percentages and other skill ratings. Which means Larkin has great range at short. Whiten packs a cannon in right. And some guys are better off being used as pinch hitters.



# READ THE CAUSE THEM.



You rob Tony Gwynn of a triple. Ring up Rafael Palmeira with a wicked curve. Even take Randy Johnson deep. (No, you're not dreaming.) Welcome to MLBPA™ Baseball. It's from the makers of John Madden Football!™ And it's the most playable baseball game ever for Super NES® and Sega™ Genesis™.

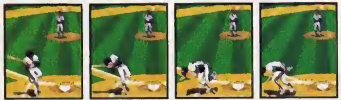


Pick-off plays. Atlanta fans doing the Chop. Even the occasional pickle. If it's at the ballpark, it's here.

**EA SPORTS**  
If it's in the game, it's in the game.™

**SEGA GENESIS** **SUPER NINTENDO**

SEGA GENESIS



Sooner or later you're going to get beamed. While you're walking it off, go to instant replay and have another look at what hit you.

# EGM'S HOT TOP TENS

## TOP TEN ARCADE-TO-HOME TRANSLATIONS

One of the main reasons home systems are purchased is for the great arcade translations. Just the fact that you don't have to run to the arcade any more and spend a ton of money on your favorite game is a real plus. Here are some games that are carbon copies of the arcade. These games are as close to the arcade without actually buying one.



**#1 SUPER STREET FIGHTER 2**  
CAPCOM / SNES



**#2 NBA JAM**  
ACCLAIM / SNES



**#3 DRAGON'S LAIR**  
READYSOFT / 3DO



**#4 MORTAL KOMBAT**  
ACCLAIM / SEGA CD



**#5 VIRTUA RACING**  
SEGA / GEN



**#6 SATURDAY NIGHT SLAM MASTERS**  
CAPCOM / SNES



**#7 FINAL FIGHT CD**  
SEGA / SEGA CD



**#8 AERO BLASTERS**  
NEC / DUO



**#9 SUNSET RIDERS**  
KONAMI / SNES



**#10 SAMURAI SHODOWN**  
SNK / NEO-GEO

## EDITORS' TOP TEN



This 32-Meg bombshell is by far the best version of SF 2 to date. Get ready for many sleepless nights.



**#1 SUPER STREET FIGHTER 2 / CAPCOM**  
SNES 1 Month ▲

**#2 NBA JAM / ACCLAIM**  
SNES 4 Months ▲

**#3 SUPER METROID / NINTENDO**  
SNES 2 Months ▼

**#4 POCKY & ROCKY 2 / NATSUME**  
SNES 4 Months -

**#5 SATURDAY NIGHT SLAM MASTERS / CAPCOM**  
SNES 2 Months -

**#6 ART OF FIGHTING 2 / SNK**  
NEO 1 Month ▲

**#7 SAMURAI SHODOWN / SNK**  
NEO 12 Months -

**#8 VIRTUA RACING / SEGA**  
GEN 2 Months -

**#9 TEMPEST 2000 / ATARI**  
JAG 3 Months -

**#10 WORLD HEROES 2 JET / ALPHA**  
NEO 1 Month ▲

## READER'S TOP TEN

The phones have been ringing off the hook since we ran that pic of MK II for the Genesis last month. Now there are eight pages in this issue dedicated to this awesome game for your system of choice. Be sure to check them out!

**#1 MORTAL KOMBAT 2 / GENESIS**



The game people have been waiting for is here!

**#2 MORTAL KOMBAT 2 / ARCADE**



MK characters start their training at an early age.

**#3 STREET FIGHTER 2 / SNES**



The original SF2 is still kicking like high karate.

**#4 ALADDIN / GENESIS**



It will take more than a wish to save Jasmine.

**#5 SONIC 3 / GENESIS**



The blue blur with an attitude speeds in at fifth place.

**#6 STREET FIGHTER 2 TURBO / SNES**



Chun Li and Sagat play a friendly game of catch.

**#7 SUPER EMPIRE STRIKES BACK / SNES**



Still holding players' interest until Jedi is released!

**#8 SUPER METROID / SNES**



Mommy and baby are reunited once again.

**#9 STARFOX / SNES**



Stay in attack formation in the heat of battle.

**#10 SUPER STREET FIGHTER 2 / SNES**



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# EGM'S HOT TOP TENS

# Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of May 18, 1994.






3DO		
#1	JURASSIC PARK / UNIVERSAL INTERACTIVE	1 Month Δ
#2	JOHN MADDEN NFL FOOTBALL / EA SPORTS	2 Months Δ
#3	OUT OF THIS WORLD / INTERPLAY	1 Month Δ
#4	SUPER WING COMMANDER / EA	2 Months ∇
#5	THE HORDE / CRYSTAL DYNAMICS	2 Months ∇
#6	TOTAL ECLIPSE / CRYSTAL DYNAMICS	4 Months ∇
#7	SEWER SHARK / VIRGIN GAMES	2 Months ∇
#8	COWBOY CASINO / INTELLIPLAY	1 Month Δ
#9	TWISTED / EA	2 Months ∇
#10	ESCAPE FROM MONSTER MANOR / EA	4 Months ∇

SUPER NES		
#1	SUPER METROID / NINTENDO	1 Month Δ
#2	NBA JAM / ACCLAIM	3 Months Δ
#3	KEN GRIFFY JR. PRESENTS MAJOR LEAGUE BASEBALL / NINTENDO	2 Months ∇
#4	STAR TREK: THE NEXT GENERATION / SPECTRUM HOLMITE	2 Months ∇
#5	EYE OF THE BEHOLDER / CAPCOM	1 Month Δ
#6	SECRET OF MANA / SQUARE SOFT	4 Months ∇
#7	ULTIMA VI / FCI	1 Month Δ
#8	MLBPA BASEBALL / EA SPORTS	2 Months ∇
#9	KNIGHTS OF THE ROUND / CAPCOM	1 Month Δ
#10	LUFIA: FORTRESS OF DOOM / TAITO	5 Months ∇

GENESIS		
#1	WORLD SERIES BASEBALL / SEGA	2 Months Δ
#2	NBA JAM / ARENA	3 Months ∇
#3	CAESAR'S PALACE / VIRGIN	1 Month Δ
#4	NBA SHOWDOWN / EA SPORTS	2 Months ∇
#5	FIFA INTERNATIONAL SOCCER / EA SPORTS	4 Months ∇
#6	STAR TREK: THE NEXT GENERATION / SEGA	2 Months ∇
#7	RBI BASEBALL '94 / EA SPORTS	1 Month Δ
#8	PBA EUROPEAN TOUR / EA SPORTS	2 Months ∇
#9	NHL HOCKEY '94 / EA SPORTS	8 Months Δ
#10	NBA ACTION '94 HOSTED BY MARY ALBERT / SEGA	2 Months ∇

SEGA CD		
#1	TOMCAT ALLEY / SEGA	2 Months -
#2	DARK WIZARD / SEGA	2 Months -
#3	DRAGON'S LAIR / READYSOFT	4 Months -
#4	RISE OF THE DRAGON / SIERRA	2 Months -
#5	LUNAR, THE SILVER STAR / WORKING DESIGNS	4 Months -
#6	THIRD WORLD WAR / ABSOLUTE	2 Months -
#7	GROUND ZERO, TEXAS / SONY IMAGESOFT	6 Months Δ
#8	NHL HOCKEY / EA SPORTS	1 Month Δ
#9	DRACULA UNLEASHED / SEGA	1 Month Δ
#10	WING COMMANDER / EA	2 Months ∇

GAME GEAR		
#1	NBA JAM / ARENA	3 Months -
#2	ALADDIN / SEGA	1 Month Δ
#3	X-MEN / SEGA	4 Months ∇
#4	MORTAL KOMBAT / ARENA	9 Months ∇
#5	COLUMNS / SEGA	1 Month Δ
#6	SONIC CHAOS / SEGA	6 Months ∇
#7	MICRO MACHINES / CODEMASTER	2 Months -
#8	POKER FACE PAUL'S SOLITAIRE / SEGA	2 Months ∇
#9	WINTER OLYMPICS / U.S. GOLD	4 Months Δ
#10	ROAD RASH / U.S. GOLD	4 Months ∇

NUMBER ONE GAME FOR EACH SYSTEM		
	<b>3DO</b>	Jurassic Park by Universal Interactive.
	<b>SUPER NES</b>	Super Metroid by Nintendo.
	<b>GENESIS</b>	World Series Baseball by Sega.
	<b>SEGA CD</b>	Tomcat Alley by Sega.
	<b>GAME GEAR</b>	NBA Jam by Acclaim.



# EGM'S HOT TOP TENS

## REGISTER YOUR VOTE

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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After calling the hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

- |                                      |                                    |   |
|--------------------------------------|------------------------------------|---|
| 1. SNES / STREET FIGHTER 2           | 17. SNES / JUNGLE BOOK             | 33. SEGA CD / SONIC CD                    |
| 2. SNES / STREET FIGHTER 2 CE TURBO  | 18. GENESIS / MORTAL KOMBAT II     | 34. SEGA CD / MORTAL KOMBAT CD            |
| 3. SNES / MORTAL KOMBAT              | 19. GENESIS / ALADDIN              | 35. DUO / DRACULA X                       |
| 4. SNES / ACTRAISER 2                | 20. GENESIS / SONIC THE HEDGEHOG 3 | 36. DUO / STREET FIGHTER 2 CE             |
| 5. SNES / STARFOX                    | 21. GENESIS / ETERNAL CHAMPIONS    | 37. 3DO / CRASH 'N' BURN                  |
| 6. SNES / SUPER MARIO ALL-STAR       | 22. GENESIS / STREET FIGHTER 2 CE  | 38. NEO-GEO / WORLD HEROES 2              |
| 7. SNES / SUPER STREET FIGHTER 2     | 23. GENESIS / JURASSIC PARK        | 39. NEO-GEO / SAMURAI SHODOWN             |
| 8. SNES / SUPER EMPIRE STRIKES BACK  | 24. GENESIS / MORTAL KOMBAT        | 40. NEO-GEO / FATAL FURY SPECIAL          |
| 9. SNES / SUPER METROID              | 25. GENESIS / STREETS OF RAGE 3    | 41. NES / KIRBY'S ADVENTURE               |
| 10. SNES / SUPER STAR WARS           | 26. GENESIS / SONIC SPINBALL       | 42. NES / ZELDA                           |
| 11. SNES / CLAY FIGHTER              | 27. GENESIS / BLOODLINES           | 43. GAME BOY / MEGA MAN 6                 |
| 12. SNES / SUPER TECMO BOWL          | 28. GENESIS / CONTRA HARD CORPS    | 44. GAME GEAR / THE INCREDIBLE HULK       |
| 13. SNES / TMNT: TOURNAMENT FIGHTERS | 29. SEGA CD / HEART OF THE ALIEN   | 45. GAME GEAR / JURASSIC PARK             |
| 14. SNES / YOSHI'S SAFARI            | 30. SEGA CD / MONTANA FOOTBALL CD  | 46. ARCADE / MORTAL KOMBAT II             |
| 15. SNES / STUNT RACE FX             | 31. SEGA CD / SILPHEED             | 47. ARCADE / SUPER BATTLEODS              |
| 16. SNES / AERO THE ACRO-BAT         | 32. SEGA CD / GROUND ZERO, TEXAS   | 48. ARCADE / SUPER STREET FIGHTER 2 TURBO |

Top Ten nominations change each month with all-new favorites! **New entries in red.** These nominations are good through July 30.

# GAMING GOSSIP

...SEGA AND MGM/UA STRIKE BACK...  
...ACCLAIM GETS 'BATMAN FOREVER'!  
...SEGA 32X GETS Q-SOUND AND BIG #'S...  
...300 GOES FOR NEW GAMES...  
...MORE ON THE WILLIAMS-ACCLAIM SPLIT...  
...BANDAI TO LAUNCH NEW SYSTEM...  
...SNK UNWRAPS GRAND CD-ROM...  
...SEGA GETS SOUR WITH PRESS...

...Welcome one and all to the front lines of the video game battlefield. My name is Q, and I'm your tour guide here to get you through hostile territory and behind enemy lines! The Q has a load of great stuff to discuss this month, including insider info on the recent WMS take-over of Tradewest and some special insight on what's hot at Sega. Also, don't forget, if you can find the special pig this issue and tell the Q-Mann what company he works for, you'll get a special reward from moi, hand-picked from the CES in Chicago that will cost yours truly absolutely nothing (those PR people love me SOOOO much - wink, wink Laurie). So kick back, dig in, and don't forget to read between the lines...

...Sega has tied up the loose ends on their latest joint-venture partner - MGM/UA! Continuing their strategy of alignment with totally every company under the sun (can't wait for my Sonic exotic bath gels), the big guns at Sega have teamed up to create electronic versions of upcoming flix from the house the lion built, as well as some very interesting co-developments utilizing the very unique resources of MGM. The word has it that the first entry from the latest mega-merger will be a Sega CD title that everyone in the halls of the big 'S' calling Surgical Strike. A second game pairing should also be forthcoming in the near future... Managing to create new mega deals in a post-Williams era has become the latest task for Acclaim. Despite a stock value that analysts are correct in labeling "undervalued" (have we all forgotten that Mortal Kombat 2 will be the absolute biggest smash hit since, well, Mortal Kombat???), Acclaim has sewn up 1995's summer blockbuster Batman Forever. The game will also be seen as Acclaim's first coin-op entry, developed for Sega's Titan hardware. Sega, meanwhile, has snagged the rights to the 32X architecture as well as other Sega platforms (Acclaim will be doing the duties for the Nintendo machines)... Speaking of the 32X, researchers deep within the bowels of the Sega development complex have give the Q-Mann new info on their latest super secret project! In addition to boasting the heralded Q-Sound sound technology, the 32X will also be aligned as the Christmas-keeper against the upcoming Nintendo mega-machine, with the Q-Mann hearing that Sega expects to sell a hefty 2.5 million by year's end! Hope you have more than a handful of titles Sega...

...Oh the woes of 3DO. After a scathing article in the Wall Street Journal and reports that the Tripster himself has belled up to his own coffers to keep his dream project alive, the company that promised a new revolution in gaming is set to start producing products for systems other than its own according to rumors from well-placed sources within the company. The surprising element is that this development may be further along than most might think... Crystal Dynamics, one of the biggest allies that the 3DO has had from the earliest days, is also looking to refocus its efforts according to inside sources close to the Q. Seems that they're after arcade titles now, securing the EGM Award Winning Samurai Showdown from SNK... Rumor has it that all the parties in the Williams-Acclaim licensing arrangement were well aware of Williams' intentions way back when the Q-Minator first broke the story! According to sources close to the company, Williams originally attempted to set up their own development team in the mid-west, but opted for the programming alliances that Tradewest had established over its five years of existence. Consequently, there were few insiders that were surprised by the flurry of deals that Acclaim announced on the very day that the severance was officially made public... What would the world discover in a lawsuit with Mean Mr. M.???...

...Other arcade manufacturers on the march include Bandai, the home of the Mighty Morphin Power Rangers. They have axed their potable Super NES machine in favor of a new CD-ROM project that, if they're smart, will be compatible with an existing platform. Did I hear someone say PC-CD-ROM?... On the same subject, Quartermann went undercover during a recent trip to SNK and discovered that they will be launching their long-awaited CD-ROM peripheral as a 16-Bit add-on that will be 100% compatible with their existing hardware and come in near the \$950 mark! If you do manage to swallow the stiff price tag on the motherboard, then you'll be pleased to learn that the software will retail for a mere 30 bucks! Betcha see an arcade version soon...

...Sega has really bit the big one in the magazine department since the departure of Uncle Al. Witness their upcoming Sega show in Orlando, Florida. Originally billed as the sunny alternative to the Windy City's summer CES, the whiteshirts at Sega made a mis-step by not inviting the press. Then they decided to invite the press. Then they decided to uninvite the press. Then they decided to invite the press. Then they decided to uninvite the press in favor of "Gamers Day" back in their home digs on the same day as the Tokyo Toy Show. Don't know about the loyal Q-Fans out there, but I'd rather play the Saturn, Sony PSX and 32X systems... Look to Phillips in the future... Until next time, remember to read Gaming Gossip in EGM 2 for the very latest rumors and insider dirt months before other mags.

Pick up the first ish on-sale everywhere July 19 and leave the other mags to the kiddies...

- **QUARTERMANN**



**STRAP**



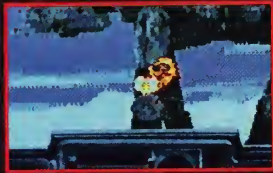
**YOURSELF**



**IN**



**FOR**



**THE**



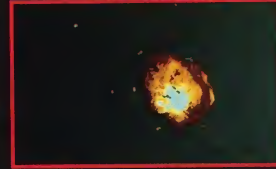
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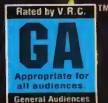
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# PRESS START

## THE SONY 32-BIT PS-X SYSTEM: COMPANIES AND TITLES

EGM has gathered information from secondhand sources about the upcoming Sony PS-X home system. On May 10, Sony Computer Entertainment held a press conference on their 32-Bit PS-X system exclusively for the Japanese media. The new Sony system will be called the PlayStation.

At the conference, SCE revealed few additional technical specs: Sony had previously announced that the system



The Sony PS-X system as shown at a recent press conference.

would be built around their original R3000A 32-Bit RISC CPU. The CPU will be supported by a number of DSP chips and coprocessors to achieve computer graphic processing capabilities matching, or even exceeding, high performance graphic work stations costing tens of thousands of dollars. Sony claimed the CD-ROM machine will be capable of displaying images in real time at the flicker-free TV speed of 60 frames a second in full color (16.77 million colors). Our sources reported



that over and above that, Sony gave very little technical information away, even going so far as not disclosing the price or the official release date (from what we gather, the price should be below ¥50,000 [about \$480] and the release will be sometime this fall in Japan).

More exciting, the Japanese press were treated to their first look at the mock-up of the hyper game system. Our sources describe it as a basic rectangle approximately the size of a notebook computer with the screen down. Up top, there is a large circular cover serving as the lid for the CD-ROM drive. In front, there are two controller ports. Immediately above each port is a small slot that accepts a RAM card for data storage. (The main unit does not



The multi-button controller for the Sony PS-X system.

have back-up RAM for storing game data). At the rear are ports for TV and audio hook up, power, a serial port, and parallel I/O port. Using the serial port, Sony claimed that it would be possible to hook up another game system and TV for playing special multi-player games in arcade-style with a monitor for each player rather than using a split screen for two-player



The actual PS-X system when held by the demonstrators at the conference.

competition like in Mario Kart or Sonic 3. The parallel I/O port will enable connection to external devices such as a modem for playing games over the phone. The color of the system is a warm, gentle gray, brighter than other systems.

The controller is a curious piece of engineering, shaped like a letter 'H,' with the 'feet' curling outward banana-like to rest comfortably in the palms. It reportedly bristles with buttons, 12 in all. On its face, four buttons are arranged at each side in a similar fashion to the Super NES controller, with four direction buttons replacing the control pad. On top, kind of like the L and R keys on the Super NES pad, are four buttons, two on each side.

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row of a live concert. It means you'll never listen to your games the same way again. According to *Electronic Gaming Monthly* magazine, the VIVID 3D "redefines sound as we know it." ★ The VIVID 3D is easy to hook up to any Nintendo, Sega or

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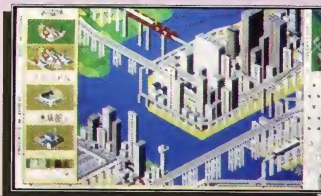
**NUREALITY**



## UPCOMING TITLES FOR THE PS-X:



Asmic will be bringing out Cagliostro's Castle.



Like SimCity 2000, A-Train IV, allows you to manage a railroad system.



Sports fans rejoice! Konami will do a version of Powerful Pro Baseball '95.



The simulator game Princess Maker 3 by Gainax.



The hi-tech action title, Zero Divide, coming from Zoom.



Humorous shooter Gokujo Parodius from Konami.

COMPANY:	GAME:	GENRE:	RELEASE:
Art Dink	A IV (A-Train IV) Untitled	Simulation Simulation	End '94 N/A
ASCII	Derby Stallion PS	Simulation	N/A
Asmic	Cagliostro's Castle	Adventure	1995
Virgin Games	7th Guest: 11th Hour Demolition Man Indy Car Racing	Adventure Action Simulation	End '94 N/A N/A
EA Victor	N/A	Unknown	N/A
Gianax	Princess Maker 3	Simulation	Summer '95
Capcom	Unknown Unknown Unknown	Fighting Megaman-type RPG	N/A N/A N/A
Konami	Gokujo Parodius Powerful Pro Baseball '95	Shooter Sports	N/A N/A
Sunsoft	Mah Jongg	Table Game	End '94
Jaleco	Unknown	N/A	N/A
Zoom	Zero Divide	Action	Simultaneous
Seibu Kaihatsu	Raiden Series	Shooter	Simultaneous
Taito	Unknown Unknown Unknown	Shooter Simulation Sports	1/95 4/94 7/95
Takara	Unknown	N/A	N/A
Tecmo	Unknown	N/A	N/A
Namco	Ridge Racer Cyber Sled Star Blade	Racing Battle shooting Shooter	N/A N/A N/A
Bandai	Unknown	N/A	N/A
Banpresto	Unknown	N/A	N/A
Human	Formation Soccer	Sports	4/95
Pony Canyon	Metal Jacket	3-D Act./Shooter	End '94
Polygram	Twin Goddesses	Fighting	End '94
Right Stuff	Blue Forest Story	RPG	End '94
Sony Computer Entertainment	ORA-194 Popolochlois Story Go for It Morikawa #2 PolyPoly Circus BP Red Plasm V-Zone Ark the Rad	3-D Shooting RPG AI puzzle Dive sim Action Pachinko RPG	End '94 Spring '95 End '94 End '94 Spring '95 End '94 Spring '95



**If you've played  
one NBA full team,  
full court, all star,  
stat packed,  
foul calling,  
regulation  
basketball  
game,**

## MORE PS-X NEWS AND SPECS.



The arcade favorite *Cyber Sled* by Namco comes to this home system!



Another Sony title, this one an RPG: *Popolochlois Story* due in '95.



Sony enters the shooter ring with the 3-D action title *ORA-194*.

Although Sony did not show the system in operation, they did construct a dazzling demonstration using the Target Box development system. The first demo was an awesome T-Rex that was fully rendered using texture-mapped polygons. The beast was made to smoothly chomp away and run while being rotated 360 degrees over and under, shrunk, expanded, etc. Very impressive. There was also reportedly a showing of a very basic prototype of a fighting game using rendered polygons. As a final demo, Sony reportedly showed a 2-D action game that didn't look all that interesting—until the operator began spinning the game picture any which way, even while the game was still playing.

On the soft side, Sony is apparently quickly shoring up licensee support. Sony announced they have 164 contracted licensees, of whom 108 could be named at that point. They also happily reported that 82 games are in development now and that 27 will

either be released simultaneously with PlayStation or by the end of this year.

Out of the announced licensees, there are a lot of companies that aren't household names. On the other hand, a surprisingly high number of major companies have announced including ASCII, Virgin, Capcom, Namco, Konami, Jaleco, Taito, Takara, Tengen, Bandai, Banpresto, and Human. Capcom announced they are working on a fighting game (I wonder what that could be?), a Megaman-type action game and an RPG, but without firm release dates.

Namco announced they are at work on *Ridge Racer*, *Cyber Sled*, and *Star Blade*, but again no release dates. Konami was a bit more definite—promising their latest arcade *Gokujo Parodius* and *SFC Powerful Pro Baseball* by the end of the year. PlayStation has strong potential for going up against the big gaming guns! We'll keep you posted on this and other new systems, so stick with us!

### THE SONY PS-X SYSTEM IN THE STATES

Sony also made changes in anticipation of the new game system for a successful launch.

In the States, Sony Computer Entertainment of America was recently established and will market software and hardware for the 32-Bit PS-X system, and will also be in charge of third-party video game software here in the U.S. SCE of America will provide information about U.S. licensees later this year.

As the system is scheduled for tentative release in Japan by the end of this year, the system will hit here in 1995. Additionally, former consultant to Sega of America Stephen Race was appointed executive vice president and general manager and will be responsible for the daily operation of the newly-formed company.



More Namco racing: this time it's in the form of *Ridge Racer*!



Wacky race driving fun with *Polypoly Circus BP!*



Poligram's fighting game *Twin Goddesses*.



Another RPG from Sony: *Ark the Rad* looks cool.



You haven't played

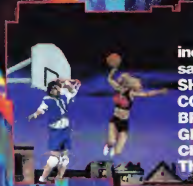
# JAMMIT

Introducing JAMMIT, the no rules, no stats, no stars, down and dirty, fast and loose, fun and wild, trash talking, rough em up and spit em out, on the street, in your face, one on one 16 meg basketball video game.

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CRACKER  
THE AUTEURS



# PRESS START

## AN IN-DEPTH LOOK AT NINTENDO'S SUPER GAME BOY!

Forget the days of straining your eyes on the horrible green-gray screen of the Game Boy. Thanks to Nintendo's latest device, aptly named the Super Game Boy, you can now play all your portable games on the TV. What's even better is that you can use the Super Game Boy's color palette to add colors to your games. Set palettes are at your disposal, putting color groups at your fingertips.

A few other unique options include the ability to choose the frame of the game screen. There's a whole gaggle to choose from, and you can even draw your own if you want to.

While the colors for the older Game Boy games aren't all that close to their NES counterparts, the newer games will be able to display more colors, in effect looking like a regular 8-Bit game.

Check out the pictures below to see how a couple of the more popular games look.



**COLOR EDITING**



**CONTROL CONFIGURATIONS**



**DRAWING PROGRAM**



**COLOR PALETTES**



**DRAWING PROGRAM**

*Super*  
**GAME BOY**

### SCREEN SAVERS!



*There's even a built-in screen saver!*

Just like the other Nintendo games, there's a bunch of hidden objects for you to find. For example, depending on what frame you have on, you can get a screen saver. Some take a long time—like 10 minutes—but they will show up. What other things are hidden for us to find?



### Here's *Mortal Kombat!*

Now obsessed game players can add their own blood to this already nasty game. Gore is fun!



*Mortal Kombat* doesn't take to color very well, but the frames add to the fun. Look below to see *Mortal Kombat: the movie*. Ha ha, just kidding.



### Here's *Zelda* for the Game Boy!

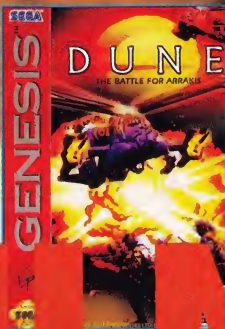
Link's new adventures are now available to Super NES owners. It's an epic quest.

*Zelda* may not be all that colorized, but since it's on TV, things are an awful lot easier to see. Now you can replay all your classic Game Boy games.



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sports video games to capture the number one sport in the world.

FIFA International Soccer from EA SPORTS™. It's Italy attacking Brazil. A perfectly executed bicycle kick

It took the number one name in

by Germany. A header just past the goalie's reach and into the net by England.

SEGA CD



East meets West. With FIFA's 64 international teams and six regional All-Star teams you can match Europe's tops against the greatest players in South America—quite a match-up.

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- DOLBY SURROUND SOUND™
- POWER-UP PASSWORDS
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It's the most animation yet in a sports game. So every corner kick, every sliding tackle, every move is picture-perfect. Plus you get the strategy, the plays, the screaming, chanting fans right out of the stadium.

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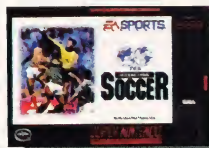
SEGA CD



If it's in the game, it's in the game™

You get all the moves of the international greats.

Like a sliding tackle so real, it'll knock you off your feet.



# ARCADE ACTION

## T-MEK by Atari Games

If you were a big fan of Namco's *Cybersled*, you're going to love this! Atari has just released T-MEK, the ultimate in futuristic battlefield simulation.

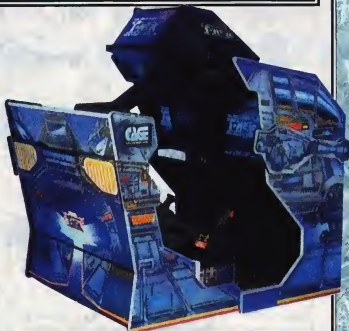
Take your pick from six different T-MEKs, each with its own unique weapons system and defensive capabilities. There are also six arenas that have hidden weapons and other assorted goodies!

The cabinet can be linked to two others to allow for a six-player game. Also of note is the Rumbleseat™ which allows the players to feel their T-MEK get hit! Wow! The sound comes via

CAGE™ Total Immersive Audio. This is the latest sound system developed by Atari which uses spatial quadraphonic and Doppler effects. I don't really know what all that means, but I do know that the sound effects in T-MEK are mind-blowing!

The graphics are probably the best I've seen in this type of game. Obviously, T-MEK is one step up on its closest competitor, Namco's *Cybersled*.

Prepare for battle in the ultimate virtual arena with Atari's outstanding new simulator, T-MEK!



Destroy the enemy's tanks in Atari's battle-fest extravaganza T-MEK!



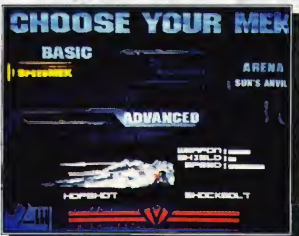
Here's your final adversary and the sponsor of the T-MEK battle, Nazrac.



Each of the six arenas has a unique and different set of obstacles and foes.

# AAMA

AMERICAN AMUSEMENT  
MACHINE ASSOCIATION

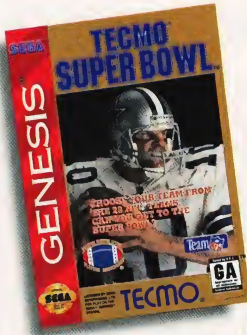


Each of the various T-MEKs have their own special weapons and defenses.



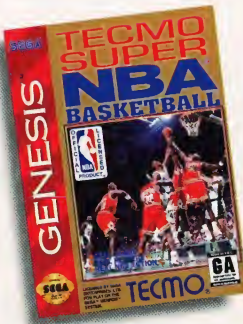
Up to three cabinets can be linked together for a six-player battle!

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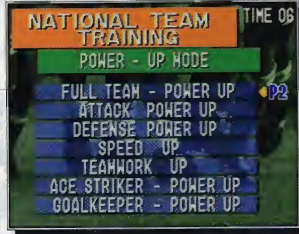
## SUPER SIDEKICKS 2 by SNK



The realistic perspective of some of your "chance shots" is very cool!



When you see the "SHOOT!" sign above your player's head, take your best shot!



You can customize your team's strengths with this Power-up Menu!



A Team Menu allows you to pick a team based on its overall playing style.

Talk about great timing! Super Sidekicks 2 from SNK is arriving at arcades at the same time as the World Championships in America! This is one soccer game you don't want to miss!

You can choose your team from among the world's best, and base your choice on a myriad of different playing skills, formations, and countries. You also get the chance to "power-up" your

team's speed, defense, offense, and teamwork (just to name a few!). The result is a team that you have pretty much built from the ground up.

Of course, no soccer game would be complete without a two-player option, and Super Sidekicks 2 is no exception. The game really shines when you play with your friends!

The playing perspectives change when you take a "chance" shot at the goal. You are treated to an incredibly

lifelike view of your player and the goalie, as you try to put one past him. Take my word for it, this tidbit greatly enhances the realism of the game.

The sounds are also incredible! Every time you take a shot at the goal, the sound of the crowd changes to loud "Oooohs" and "Ahhhs." It's really cool! If you're into soccer (and even if you're not) you have *got* to give SNK's Super Sidekicks 2 a few tokens. You'll be glad you did!



The referees will not hesitate to call a foul for any unsportsman-like conduct.



If there's a tie, you can choose to break it with a penalty shot shootout.



The action on field gets pretty intense, so try to keep an eye on your guy!



# If you wish hard enough...

I sure wish someone would make a real baseball game.



## ...good things will happen.



**REAL PLAYERS**  
© MLBPA MSA

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## Super Baseball<sup>™</sup>

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## UNDER FIRE by Taito

A powerful gang has begun to take over your normally peaceful city, and it's up to you to put an end to their plans. Take the law into your own hands with Taito's *Under Fire*, and stop the thugs dead in their tracks.

Featuring realistically detailed digital graphics, *Under Fire* is a real kick to play, literally. The vibrating gun controller kicks back when you shoot to give you the feeling of shooting a real gun. The eight rounds and other assorted bonus stages, are exciting to play and take you to all kinds of locales



There is even a training round where you get to practice your marksmanship.

around the city. You travel from crime scene to crime scene wiping out scores of gang members and drug dealers.

Along the way, you can obtain weapon enhancements as well as health power-ups. Among the weapons you can get is a particularly nasty shotgun which sprays a wide range of buckshot at the playing screen!



The evil criminals will come at you from everywhere! Be wary of moving vehicles.



While in the amusement park, you must do your best to protect the civilians.

There are other pitfalls along the way besides the bad guys. Yup, you guessed it! If you shoot a cop or any civilians, you are immediately penalized. You've got to be quick on the draw and have great aim!

Overall, *Under Fire* is a lot of fun to play. The amusement park stage is



The object of the game is simple: grease the bad guys before they get you!



Foil a convenience store robbery downtown. You'd better be a fast shot!

especially cool, with an exciting battle which takes place on a moving roller coaster! The gun itself is very accurate, and the kick back feature adds to the game's realism. While being a cop in real life is one tough job, you can play cops and robbers like never before with Taito's latest digital wonder.



If you accidentally shoot a civilian, you are penalized by the computer.



Icons will appear during your game to increase your life and weapons.



# SLAY THE DRAGON OR YOU'RE FIRED.

How much havoc can one red dragon cause? Well, in the Land of Malus, Gildress has totaled entire villages with just a few sweeps of his iron tail. When five townsmen decide enough is enough, they set



*The wizard treats the ogre to some fire of his own from a magical cane.*

out to save their country from this wretched King of Dragons. Join in on the



*This evil dragon shows no mercy when attacking the elf and cleric.*

adventure, arming your party with weapons, armor and magic. Slash your way through the seemingly



endless creatures and hideous monsters that await throughout your journey. Reap the gold,



*Ice and slime—just two of the weapons used by the three-headed dragon.*

hidden treasures and other riches — your reward for restoring peace. This exact translation of the arcade hit is fiery fun. But don't blow it, or you'll really get burned.

# INTERNATIONAL OUTLOOK

## 15 GAMES PREVIEWED!!!

Samurai Spirits, Kamen Rider ZO, Puyo Puyo, Coca-Cola Kid, Gunstar Heroes, Super Formation Soccer '94 World Cup Edition, Ghost Chasers, Sailor Moon, Hyperion, Godzilla Monster Super Battle, Jelly Boy 2, Live A Live, Samurai Spirits GB, Fatal Fury 2 GB, Magical Poi Poi Poi

## INTERNATIONAL NEWS

How's it goin' gamers? This month in International, I'm bringing you the most up-to-date information I can get.

In Japan, things are really starting to heat up as more and more systems are ready to roll. Sega's Saturn and NEC's 32-Bit FX system will be at the Tokyo Toy Show. I'll be at the show to bring you all the info I can on all the latest games and systems.

Speaking of gaming systems, the long awaited Neo-Geo CD-ROM is no longer a mystery. We'll be seeing it very shortly. Also, there are rumors of a mystery CD-ROM system from Bandai. What this could mean is beyond me, but it could be compatible with another system.

Hey, get this ... at the end of this year, there will be yet another Godzilla flick. Entitled *Godzilla vs. Super Space Godzilla* (how original), this new movie will treat fans to even more carnage. There's also a new *Gamera* movie. The last one was made in 1980, so you can expect better special effects with everyone's favorite flying mutant turtle.

That about wraps it up for this issue. Once again, there are too many games. If you like the sidebars and similar stuff, check out EGM<sup>2</sup>.



WORLD NET

Takara of Japan

### Samurai Spirits (Shodown)

Super Famicom



Fighting

Release: N/A

Price: N/A

The ultimate hack 'n' slash fighting game for the Neo-Geo is coming to the Super Famicom! You've probably played it in the arcades and were astounded by the graphics, the characters, and the moves. Well, Takara of Japan is faithfully reproducing this game for the home.

Choose your favorite fighter and battle your way to Amakusa. Some characters have animals that help them, like the nimble Galford, who uses his dog Poppy to attack.

Occasionally items will be dropped in the middle of combat, like health or bombs. These can change the outcome of many battles.

When two warriors clench in deadly combat, one can lose his or her sword, and sometimes it can be broken! An unarmed fighter is an easy target.

Samurai Spirits, as it's known in Japan, is loaded with special moves that are dazzling to see. Takara is trying to make the Super Famicom



It looks like the leader of the French Revolution has a lot of fighting skills.

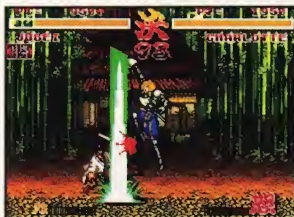
version as close as possible to the Neo-Geo game.

If you've ever wanted a fighting game that uses a lot of new ideas, looks good, and plays well, Samurai Spirits will definitely appeal to you.

Stay tuned for more information on one of the hottest fighting games around.



Jubei Yagyu charges Charlotte with his deadly sword slashes. Youch!



Charlotte counters by slicing upward. This is just one of her deadly moves.



Look! She even has a triangular blade sweep to really hack at foes.

Toei Video of Japan

# Kamen Rider ZO

Mega CD

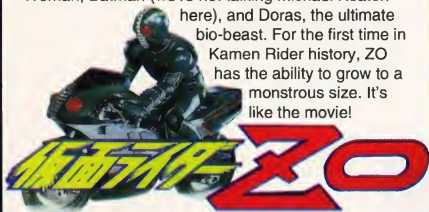


Adventure

Release: Now

¥7,800

The latest hero in the long line of Kamen Riders is ZO, a green cyborg made out of a guy and a grasshopper, who is currently starring in a hit movie in Japan. Rider ZO must protect the young son of a brilliant scientist who has been kidnapped by a nefarious organization creating bio-beasts to take over the world. The motorbike-riding hero has to duke it out with a bunch of seriously ugly cretins including Spider Woman, Batman (we're not talking Michael Keaton here), and Doras, the ultimate bio-beast. For the first time in Kamen Rider history, ZO has the ability to grow to a monstrous size. It's like the movie!

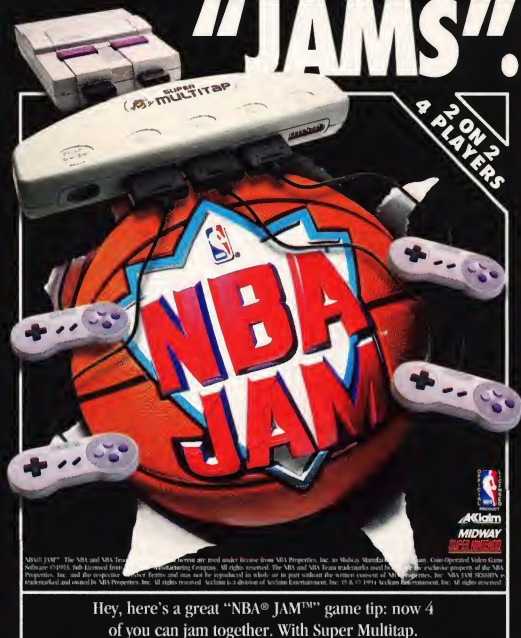


Kamen Rider ZO must take on all manners of strange monsters with his unique fighting style.



This game is essentially an interactive movie, since you take part in the game and control all the action.

# MULTITAP "JAMS".



2 ON 2  
4 PLAYERS

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Hey, here's a great "NBA® JAM™" game tip: now 4 of you can jam together. With Super Multitap.

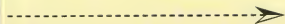
The best way to play the best games is with the original Super Multitap. From Hudson Soft. The best 5 player adapter. Gamers unite! Super Multitap. The really together way to play. Get yours today.



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They say one's eyesight  
decreases 20%  
after the age of 35.  
With this fact in mind,  
we designed  
an ad that you can show  
your parents.





C.P.U. Bach

# THE 3DO™ SYSTEM

(Not to mention of course, lots of butt-kicking, thumb-blistering, mind-twisting games, that are bound to piss off congressmen



Oceans Below

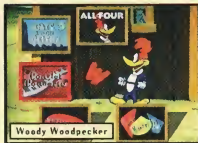
# PLAYS MUSIC, PHOTO

come next election year. Full screen, full motion video, CD sound, and 3D effects give you realism that even your over-stimulated,



# AND VIDEO CD's. BUT

morally corrupt, youthful brain can't imagine. Take Total Eclipse, the hyper-real 3D flying game. You barrel roll at warp speed



Woody Woodpecker

# MORE IMPORTANTLY,

though nasty obstacles. And when you screw up, you'll leave the cutest little black stain where your vessel was obliterated. Then there's



# IT WILL PLAY A LOT OF

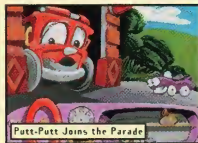
Way of the Warrior, the wicked fast, high resolution martial arts game, where you master over 600 brutal martial arts maneuvers



Pebble Beach Golf Links

# EXCITING EDUCATIONAL

while simultaneously riding yourself of unnecessary teeth. And Jurassic Park™ Interactive, which is just like the movie, except now



Patt-Putt Joins the Parade

# SOFTWARE ON SUBJECTS

you're the one who must save the Park's guests from prehistoric dino-clones. CD sound and 3D graphics make T-Rex so real, you can



# SUCH AS GEOGRAPHY,

practically smell the lawyer on his breath. These titles are only a few of the many. You get the idea. Even if your parents don't.



The Animals

# ART AND HISTORY!



Available at Software Etc., Babbage's, Electronics Boutique, AT&T Centers, The Good Guys & other leading stores.

Call 1-800-REAL-3DO for your nearest dealer location.

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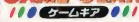
Sega of Japan

## Gunstar Heroes

Game Gear

**GAME GEAR**

Action



Release: N/A

Price: N/A

Gunstar Heroes: arguably the best run-and-gun action game for the Genesis and Mega Drive. So it comes as no surprise to see that it has been remade for the Game Gear. Other than the fact that this will be a one-player game, little else should be lost in the translation from the wickedly great 16-bit original. (Although Treasure, the people who made the contra series for the Nintendo systems and the original Gunstar, are not doing the actual translation, they are keeping close check on Sega's efforts.)

Gunstar Heroes is a great game no matter which system it's on. The challenge is nonstop and the action is relentless. Look for loads of power-ups and lots of enemies to blast. If you haven't checked out the great 16-bit version, then you definitely don't want to miss this one.



Although the graphics may not be as good, it's still a blast to play.



The going gets tough in the later levels. Are you sure you can hack it?

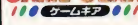
Sega of Japan

## Coca-Cola Kid

Game Gear

**GAME GEAR**

Action



Release: August

Price: ¥3,800

This summer Sega and Coca-Cola are mounting a major promotional campaign in Japan to introduce Coke's new brand mascot, Coca-Cola Kid. The campaign will involve comics, Coke cans, and other media; so the Kid should become very familiar. As part of the promotions, Sega is introducing this Game Gear title.

The Kid's beautiful teacher has been kidnapped, so he must snag his skateboard, grab a frisbee, and hit the pavement in this zippy side-scrolling cart. There are two game modes: the Story Mode and Time Attack Mode. With all the Coke references in this cart, it makes me want to belch!



You're sure to see lots of Coca-Cola advertising in this game!



Look at the amazing animations of "Kid."



Banpresto of Japan

## Puyo Puyo

Game Boy

**GAME BOY**

Puzzle

Release: July

Price: ¥3,980

The hugely popular action puzzle that has overtaken Tetris in popularity is heading over to the Game Boy. With the release of the GB version, Puyo Puyo has made it to all the existing systems in Japan, except for 3DO. (The Mega Drive version was given a minor facelift, and released here as Dr. Robotnik's Mean Bean Machine.) Like many of the new Game Boy carts in development, this is being prepared for the Super Game Boy adapter to enable head-to-head matches in 13 glorious colors.

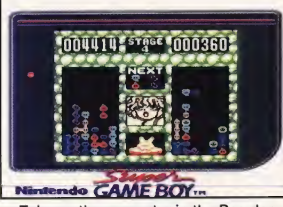


Go head-to-head with a friend for some really fast-paced puzzling.

If you love Tetris, you should definitely check this out. After all, how can you go wrong with a game that has been such a hit on all the major game systems in Japan?



Puyo Puyo is one of the best puzzle games around. It's very addictive.



Take on the computer in the Regular Mode for some real fun.



# Chalk Up, Dude!

  
MINDSCAPE  
FROM  
THE SOFTWARE  
TOOLWORKS

THE BILLIARD CONGRESS OF AMERICA PRESENTS  
**CHAMPIONSHIP  
Pool**

Professional Video Pool Player.  
Do not try this at home.



## It's The Best Rack In Town!

Finally, there's a video pool game that actually "feels" like real billiards. Billiard Congress of America Championship Pool uses multiple viewing angles and astounding zoom-in screens to recreate pool on your video screen.

Pit yourself against the computer or play up to eight players in 9 ball, 8 ball, straight pool and more - a total of 14 different pool games. In the Championship Mode, you can even qualify for the World Championship Tournament.

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Now for NES<sup>®</sup>, Super NES<sup>®</sup> & Gameboy<sup>®</sup>



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## Human of Japan

### Super Formation Soccer '94 Word Cup Edition

Super Famicom



Sports

Release: June

Price: ¥9,800

Just in time for the World Cup in America, Human has revamped their superb four-player soccer game. True to the real McCoy, there are 24 national squads competing for global glory, including the host American team. Featuring a diagonal view playing field in simulated 3-D, the game is smooth and easy to get into. Up to four players can engage in a wild team competition using a multi-tap. Besides the national squads, you can assemble international all-star teams! What's more, you can edit your own name into the game. Check this game out and discover why soccer is the most popular sport in the world!



All the realistic options make this one of the best soccer games around.



Super Formation features intense sports action with real teams.



The viewpoint takes some getting used to, but it adds to the game play.

## Banpresto of Japan

### Ghost Chaser Densei

Super Famicom



Action

Release: Fall

Price: ¥9,800

Trouble is brewing in a high-tech metropolis. Ghosts and evil spirits have joined forces with a mysterious criminal syndicate to wreak havoc on the helpless populace. Only a band of ghost hunters is capable of capturing the spirits and punishing the evildoers in a bare-knuckle way in this side-scroller. Players get their choice of three characters including a bodacious lady who swings a pretty mean can of mace to set the bad guys straight. Fun alone, and a blast for two with rock-'em, sock-'em action. Will you have the strength to restore the world to its usual chaos? Ghost Chaser Densei puts you to the test.



Battle the forces of evil. You'll be taking on spirits and the Syndicate!



Send the ghosts and spirits back to the hole they came from.

## Bandai of Japan

### Sailor Moon

Mega Drive



Action

Release: July

Price: ¥8,800

The most popular anime series among Japanese girls is coming out as a side-scrolling action game with cute, fantasy touches. Unlike your typical fighting games, there are no male heroes. Instead, the world's fate hangs in the fists of five cute junior high girls.

The heroines transform into fighters dressed in somewhat revealing sailor outfits. (Their dress earns them their names of Sailor Moon, Venus, Mars, Jupiter, and Sailor Mercury.) Not to be outdone by the girls, the enemies also

tend to be attractive women and very handsome guys—not a drop of sweat to be seen or smelled here! This game should please many female gamers out there who are insulted by the misrepresentation of sexes in games. But hey, guys should check it out too! Sailor Moon is an interesting cart for the Mega Drive.



There are a lot of different characters to choose from in Sailor Moon.



Beat the blazes out of the bad guys using the most unlikely of heroes.



This game follows the plot of the popular anime series in Japan.



PLAYED FIRST  
GAME OF  
EQUINOX.



AFTER YEARS  
OF PRACTICE,  
STILL TRYING  
TO CONQUER  
THE THIRD  
DUNGEON.



HAD TO SKIP  
GRADUATION  
CEREMONY,  
BUT FINALLY  
CONQUERED  
THE THIRD  
DUNGEON.



STILL LIVING  
AT HOME,  
NO JOB,  
NO FRIENDS,  
NEVER KISSED  
A GIRL, BUT  
FINALLY  
DEFEATED THE  
GREEN BLOBS  
IN THE FIFTH  
DUNGEON.



HAVING  
TROUBLE  
SEEING THE  
SCREEN,  
AND NEED  
TO TAKE  
NAPS  
BETWEEN  
DUNGEONS,  
BUT YOU  
CAN NOW  
GET TO  
THE SIXTH  
DUNGEON  
WITH EASE.



CAN'T SEE  
THE SCREEN,  
CAN'T HEAR  
THE SOUND  
EFFECTS,  
CAN'T WORK  
THE JOYSTICK  
AND HAVING  
CHEST PAINS  
AT THE  
THOUGHT  
OF THE EVIL  
EMPRESS.  
FEELING THE  
END IS NEAR,  
YOU VOW TO  
SOMEDAY  
COMPLETE  
YOUR QUEST  
AS YOU  
BEQUEATH  
YOUR JOYSTICK  
TO YOUR  
GRANDSON.



WELCOME TO THE 7 DUNGEONS OF  
GALENDONIA, AN UNDERGROUND WORLD  
FULL OF GHOSTS, BATS, BLOBS, AND EVIL  
WOMEN. THEY ALL WANT TO KILL YOU,  
BUT DON'T TAKE IT PERSONALLY.



YOUR JOURNEY TO RESCUE SHADAX  
WILL SPAN OVER 450 SECRET  
CHAMBERS. WITHOUT YOUR MAGIC  
DAGGER, IT WILL SPAN ABOUT  
TWO SECRET CHAMBERS.



AFTER A LONG, BLOODY BATTLE WITH  
BOSS CHARACTER SING SUNG, YOU'VE  
EARNED A STRING FOR GLENDAAL'S  
HARR. IT'S A SMALL REWARD, BUT AT  
LEAST YOU'RE NOT DEAD.



YOU'VE SURVIVED TO DO BATTLE WITH  
SONIA, THE EVIL EMPRESS. NOTHING CAN  
STOP YOU NOW, EXCEPT THE GIANT BLOOD-  
SUCKING BAT THAT WANTS TO GRAB ON  
YOUR NECK. GOOD LUCK.



(sure, it's just a game.)

SONY



## Taito of Japan

### Hyperion

Mega LD	
Shooter	
Release: Now	Price: ¥9,800

Here's a stunning game that really shows off Laser Active's video display capabilities. In this space-age shooter, two Hyper Axis fighters must take on the invading horde of Fessendence. High-grade computer graphics are combined with crisp Mega Drive sprites for wild interactive 3-D shooting and maneuvering over seven hairy stages of action including deep canyons, a littered asteroid belt, and inside an enemy carrier. Besides power-up items, the game features an artificial intelligence that adjusts the game difficulty settings for one or two players. A must-have shooter if you own the Laser Active system.



Take on an entire armada of enemy ships. Go alone or with a friend.



The graphics of this LD game must be seen to be believed!



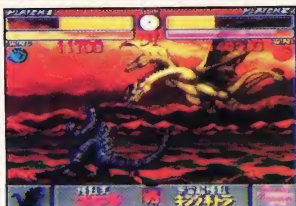
Dramatic cinemas put you right in the middle of the terrific story line!

## Toho of Japan

### Godzilla Monster Super Battle

Super Famicom	
Fighting	
Release: N/A	Price: N/A

Japan's biggest movie star and his gaggle of guys-in-rubber-suits are coming to the SFC to sock it out one-on-one. As this is directly from the movie maker, the cast and crew should be well represented. Count on seeing Ghidra, Gigan, Biolante, Mothra, and a whole stable of others including the big G himself in a total technicolor frenzy of radioactive violence. Mecha Godzilla will also appear, but nobody's saying whether Super Space Godzilla (old lizard breath's latest foe in the upcoming movie), will be in the game or not. Godzilla Monster Super Battle is non-stop rubber monster fun!




Battle it out with King Ghidra, but watch out for the electricity that he breathes.



The vicious vegetable monster, Biolante, gives Godzilla a run for his money!

## Sony Music Ent. & Epic Sony Records of Japan

### Jelly Boy 2

Super Famicom	
Action	
Release: Sept.	Price: N/A

The sequel to one of the earlier SFC games is finally here. Marin, the hero of the original game, visits an amusement park with four of his friends and his dog. Who should await them but the evil warlock from the original Jelly Boy who transforms them all into blobs of jelly and scatters them all over the park. Marin must make his way through the seven stages of an amusement park gone completely weird and rescue his buddies, one by one. At first Marin is alone, but by beating a stage Boss, friends join him.



Can you help Marin find his transformed friends and turn them back?

Each jelly blob has a special attack move, some of which are necessary to open doors in stages that you have already cleared. You won't believe the amount of back-tracking you will have to do to finish this game.

Cute, colorful, and lots of fun, this should be a real treat for the younger players out there.



Here's what Jelly Land amusement park looks like. There is a lot to explore.



You can switch jelly blobs for different attacks and powers.

Square Soft of Japan

## Live A Live

Super Famicom



RPG

Release: July 15

Price: ¥9,900

Flush with the multi-million selling success of Final Fantasy VI (which is going to be released here as FF3), Square has already announced its next major RPG. In a bold move, Square has made this a collection of seven separate RPGs. Each of these can be completed in four or five hours, unlike the 40 or more hours needed to finish typical RPGs today. Each RPG episode takes place in a different time, from prehistoric times, the Wild West, ancient China, feudal Japan, the present, and even into the future. To keep things interesting, each episode is designed differently including a text adventure, action puzzle, and even a fighting game. For character designs, a different managing artist was commissioned for each of the game's episodes.

As a variety pack of different games, Live A Live should be an excellent introduction to the hugely popular genre from the biggest name in role-playing games: Square. We can only hope that this way-cool game makes it to the U.S. Yet another game that's out of the ordinary.



You are a lone gunman trying to survive in the desolate West.



The future can be really dangerous if you go out unprepared.



アメリカマット界「一番」の男。  
ハリウッドでも スターとして  
名をはせる。

Choose one of the characters, and live out his life. See what it's like.



Become a wrestler and try to earn the world champ title. Can you do it?



New and exciting adventures await you while visiting ancient China.



マッド「これで何處目か。  
あんたとやり合うのは……」

The Wild West was never this wild! The scenes are shocking.

# LIVE A LIVE



HAD TO MISS YOUR GRANDFATHER'S FUNERAL, BUT YOU FINALLY CONQUERED THE EVIL EMPIRE.

HE WOULD HAVE WANTED IT THAT WAY.



Takara of Japan

## Fatal Fury 2

Game Boy	 <b>GAME BOY</b>
Fighting	
Release: August	Price: ¥4,800

In the same way as the GB Samurai Spirits, Takara is porting over the big NeoGeo brawler for the Game Boy. The gang's all here, from the Bogard boys, Joe Higashi, Mai Shiranui, to the big bad gang of Wolfgang Krauser and his brutal henchmen. All the moves and even the taunts can be found in this tiny cartridge. Taking advantage of the Super Game Boy adapter, you can play this in wild colors on your Super NES. What's more, using SGB, two players can go one-on-one on the TV without additional game systems or carts. Looks like fighting game enthusiasts can't live without Fatal Fury 2!



PUSH START

©SNK 1992  
 REPROGRAMMED  
 ©TAKARA 1994

Fatal Fury 2 has been colorized to work with the Super Game Boy.



The taunts are done via little word balloons. How cute!



On Cheng's stage, Terry Bogard prepares to do his Power Wave.

Takara of Japan

## Magical Poi Poi Poi

Super Famicom	 <small>SUPER FAMICOM</small>
Puzzle	
Release: August	Price: ¥8,800

Takara adds a new twist to the Tetris-inspired genre of puzzle games. The basic rules of the game are very easy. Four colored magic pieces fall out of the sky as a cube. Just line up four pieces of the same color sideways, vertically, or diagonally to eliminate them. By setting off chain reactions, you cast magical spells to hinder the opponent.

The neat part is the addition of the Story Mode, in which you play as an inexperienced mage against spooky beasts. By playing the puzzle and racking up points, your opponent's floor is raised, thus crushing him into the ceiling. This is addicting.



Magical Poi Poi Poi is an enjoyable puzzle game with many features.



This experience can be even more fun if you go up against another player.

Takara of Japan

## Samurai Spirits

Game Boy	 <b>GAME BOY</b>
Fighting	
Release: June 30	Price: ¥4,800

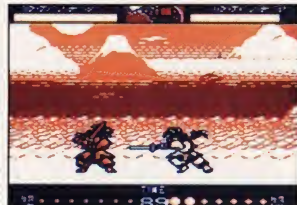
If you can't wait for the 16-Bit version to reach the shops, check out this version of Shodown. Despite being designed for the Game Boy, all the characters from the monster huge Neo cart are represented, even though they are given the munchkin treatment. Better still, by using the Super Game Boy adapter, you can play this in color on TV. Of course the colors are limited, but it's better than the old spinach green GB colors. Two people can play this without needing two games! This one is really hot.



The opening cinema of Hoahmaru chopping down trees has been retained.



Compare the usual black-and-white screen to that of the color version.



This is portable sword fighting at its best. Just think: NeoGeo on the go!

# OPERATION EUROPE™

PATH TO VICTORY 1939-45

## THE GANG'S ALL HERE!

**PATTON, ROMMEL, MONTGOMERY AND ZHUKOV!** It was hardened master-minds like these that devised the strategies and led the forces in the fight for Europe during WWII. Now it's your turn to play general, giving orders to your best commanders in KOEI's exciting new video game **OPERATION EUROPE**.

Take charge of the Allies as they prepare to liberate Europe or lead the ruthless Axis in its push for global domination. Victory can be yours in the War in Africa, the famous tank battles at Kursk, Battle of the Bulge, Battle for Normandy and the Fight for Berlin.

Along the way, assassinate enemy commanders using Special Forces, have engineers destroy bridges and lay mines, sabotage supply lines and drop paratroop units into occupied cities.

**OPERATION EUROPE FROM KOEI!** With this gang, the world will never be the same again!

- Relive historical WWII battles in six separate scenarios
- Select your commanding officers from a list of historical figures that include Patton, Rommel and Montgomery
- Sabotage supply lines to enemy cities by bombing bridges
- Eliminate enemy commanders using Special Forces units
- One or two player excitement



**AVAILABLE FOR SNES & SEGA.**

Koei Games are available for all systems in retail outlets nationwide! If you can't find the Koei product you are looking for, call us at 415-348-0500 (9am to 5pm PST).



**SUPER NINTENDO**

**KOEI**

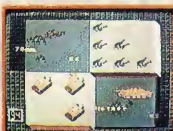
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**OUTFLANK YOUR ENEMY ON THE BATTLEFIELD!**



**AS COMMANDER, POSITION YOUR REGIMENTS FOR VICTORY!**



**ORDER YOUR TANKS TO OPEN FIRE ON THE AXIS' GUNS!**

**PTO.**  
 Pacific Theater of Operations

**ALSO AVAILABLE FOR SUPER NES AND SEGA GENESIS. KOEI'S POPULAR PACIFIC WAR TITLE. P.T.O.**



**GENESIS**

**GET IN ON THE  
DOUBLE DRAGON  
EXCITEMENT**

**1 GRAND PRIZE:**

- Air transportation for 2 and hotel accommodations for 2 people to Hollywood, California, and a private screening of the Double Dragon movie provided by Imperial Entertainment
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- A complete set of Double Dragon toys by Tyco (7 action figures, 1 Double Dragon Cruiser, 1 Double Dragon Cycle and 1 Shadow Raven vehicle)
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- Double Dragon Action Videos

**24 FIRST PRIZES:**

- Double Dragon Cruiser vehicle and 7 action figures by Tyco
- Tradewest video game (Genesis, SNES or Jaguar)
- Double Dragon Action Videos

**50 SECOND PRIZES:**

- Double Dragon Cruiser vehicle and 2 action figures by Tyco
- Double Dragon Action Videos

**50 THIRD PRIZES:**

- Your choice of one of the following— Double Dragon Cycle, Shadow Raven vehicle or Double Dragon Action Videos

**ELECTRONIC  
GAMING  
MONTHLY**

# DOUBLE DRAGON

**CRASHING INTO YOUR NEIGHBORHOOD IN JULY!**







**EXCITING  
ANIMATED  
EPISODES ON  
VIDEO!**



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# HOW TO ENTER:

Send a postcard with your name, address, and phone number to:  
**Double Dragon Contest (EGM)**  
1920 Highland Avenue, Suite 285  
Lombard, IL 60148

**Contest Rules:** 1. **No Purchase Necessary.** To enter, mail a standard sized postcard to the address specified above. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by August 31, 1994. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. 2. **Prize:** 1 **Grand Prize:** Air transportation for two to Los Angeles, California from nearest gateway city and hotel accommodations selected by sponsors in Los Angeles County, California for two people (one room) for 3 days, 2 nights, private screening of the Double Dragon movie, two passes for one day visit to Disneyland, ground transportation to hotel, screening and Disneyland, one complete set of Double Dragon toys by Tyco (consisting of 7 action figures, one Double Dragon Cruiser toy vehicle, one Double Dragon Cycle and one Shadow Reven toy vehicle), one Tradewest video game (Genesis, SNES or Jaguar), and one Double Dragon Video set (consisting of two Double Dragon animated video tapes). Travel must be completed by December 31, 1994, and is subject to availability. Grand prize has an approximate retail value of \$2750.00. 24 **First Prizes:** one Double Dragon Cruiser toy vehicle and 7 action figures by Tyco, one Double Dragon video game (Genesis, SNES or Jaguar), and one Double Dragon Video set. First prize has an approximate retail value of \$150.00. 50 **Second Prizes:** One Double Dragon Cruiser toy vehicle and 2 action figures by Tyco, and one Double Dragon Video set. Second prize has an approximate retail value of \$50.00. 50 **Third Prizes:** Your choice of one of the following: Tyco's Double Dragon Cycle, Shadow Reven toy vehicle or Double Dragon Video set. Third prize has an approximate retail value of \$20.00. Winners will be determined by a random drawing from all valid entries by Electronic Gaming Monthly, whose decisions are final, drawing to be held on or about September 1, 1994. All prizes will be awarded. Prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except the option of Sponsors should the featured prize(s) become unavailable. 3. **Odds of Winning:** The odds of winning will be determined by number of valid entries received. 4. **Eligibility:** Sweepstakes open to residents of the United States. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners, travel companions and legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. If a minor wins a travel prize, winner must be accompanied by a parent or legal guardian on said travel. Travel companions will be required to sign an liability release. Employees of Sendel Publishing Group, Inc., Tradewest, Inc., DIC Toon-Time Video, Imperial Pictures, Tyco Toys, Inc. and their respective affiliates are not eligible. Neither Sendel Publishing Group, Inc., Tradewest, Inc., DIC Toon-Time Video, Imperial Pictures, Tyco Toys, Inc. or their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. 5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope to Double Dragon Contest Winners, 1920 Highland Avenue, Suite 285, Lombard, IL 60148. Requests for winners lists must be received by October 1, 1994. Allow 4 weeks for delivery of winners list. 6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. **Sponsors:** Contest sponsored by Sendel Publishing Group, Inc., Tradewest, Inc., DIC Toon-Time Video, Imperial Entertainment and Tyco Toys, Inc. Sendel Publishing Group is a trademark of Sendel Publishing Group, Inc. Double Dragon is a trademark of Technos Japan Corporation. Double Dragon V, The Shadow Fall™ ©1994 Laland Interactive Media. Licensed to Tradewest, Inc. by Leland Interactive Media, certain rights related to properties formerly owned by Tradewest, Inc. are assigned to Williams Entertainment, Inc. Nintendo, Super Nintendo Entertainment System, Super NES® and the Official Seal are registered trademarks of Nintendo of America, Inc. ©1991 Nintendo of America Inc. ©1991 Nintendo of America Inc. Sega™ and Genesis™ are trademarks of Sega Enterprises, Ltd. All rights reserved. Jaguar™ is a trademark of Atari Corporation. All rights reserved. ©1992 Tradewest, Inc., DIC Enterprises, Inc. and Bobbot Communications, Inc. 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**TYCO**



# THE TOWN

**T**ravel back to the Wild West, where things are wilder than you think. It seems that the future is meshed with the West, giving way to all sorts of havoc. Two brave heroes, Clint and Annie, have stepped forward to blast the relentless hordes of bad guys back to wherever (and whenever ...) they came from.

Wild Guns is loaded with nonstop shooting action. Move your cursor across the screen to blast the nasties, but watch out, because you have to control your character as well! Jump, dodge, and roll your way to safety. Wild Guns is certainly tough!



Annie and Clint have different colors to choose from in the game.



## THE BOSS ATTACKS...

After blowing away an army of thugs, hoodlums, and a couple of robots, this big fella jumps into the fray. His hands launch spread shots. Watch out, he's a mean varmint!



Use your lasso to tangle up enemies and stop them in their tracks.



The town is loaded with danger of all kinds. Blast everything, because sooner or later a bad guy is going to pop out of whatever you don't shoot. Wherever you fire you can see damage taking place. Windows will shatter, and signs will be blown away. Occasionally, a small mech will appear. Destroy it as fast as you can, or it'll blast out some major firepower.



# WILD GUNS

## FACT FILE

### WILD GUNS

<b>MANUFACTURER</b>	<b># OF PLAYERS</b>
NATSUME OF JAPAN	1 OR 2
<b>DIFFICULTY</b>	<b>AVAILABLE</b>
HARD	AUGUST
<b>CARTRIDGE SIZE</b>	<b>NUMBER OF LEVELS</b>
8 MEG	UNKNOWN
<b>THEME</b>	<b>% COMPLETE</b>
ACTION	100%

# SALOON



A huge band of gangsters have taken over a nearby saloon. Take control of the situation by blasting all of them to pieces!



## THE BOSS ATTACKS...

On the roof of the saloon is a giant mech who towers over you, pelting the two heroes with bullets. Aim for its head, while it rains death down on you. Hopefully you will be powered-up enough to withstand it.



One of the deadliest places in the West is Devil's Mountain. Aply named, you'll face the usual slew of enemies, along with a bunch of sentry towers that spring up. The bad guys also use tumbleweeds as camouflage. Don't fall for their ploys. Shoot to kill!

After you survive the first town, you may choose from four more levels of danger.

# DEVIL'S MOUNTAIN



This monstrous tank rolls back and forth, setting fire to anything in its path!

### THE GOOD

This cart packs nonstop action from beginning to end. Plus, it's two-player simultaneous!

### THE BAD

The levels aren't all that big, and the enemies can get a bit repetitive after playing for a while.

### THE UGLY

You know ... I've sworn that I've seen this game before. Operation Wolf, Nam '75 ... Naahh.



## BONUS STAGES...



**MACHINE GUN:** A rapid-fire gun that pulverizes anything in its path. Ouch!



**GRENADE GUN:** This powerful weapon packs a punch with deadly, exploding grenades.



**SHOTGUN:** The shotgun unleashes a deadly spray of bullets for total devastation.

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# TRICKS OF THE TRADE

## THE TRICKMAN TIES THE KNOT!!

Well, the wedding was a complete success and everyone who attended had a blast! One of the high-lights was the feeding of the cake. As the Sendai staff yelled, "Finish Him," Terry got a mound of cake shoved in his face by Tina! The next day, the newly-weds flew out to Jekyll Island where palm trees and ocean views are the sights to see. Now that he's back, our beloved Trickman needs to get back into the swing of things. With visions of sandy beaches still dancing in his head, the Trickmeister needs to snap out of his paradise daze. You can help by sending your new tricks to:

**Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, Illinois 60148.**

If your wedding present of a great code, cheat, trick, or tip is good enough to print, you'll get your name in the magazine and you will also receive a free game for the system\* of your choice! See the print below for details and allowable systems. Thanks for all of the congratulatory wedding letters!

Rules that we put in try print to keep our lawyers happy and casual eye from Sendai Publishing Group, Inc. is not responsible for the submission of similar or identical tricks, and is not obligated to award the game cards to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publications or trade sources. In the case of two identical tricks being submitted, the first trick received will be chosen as the winner. Limit one game per person per issue. You must print your name and address on the actual letter for us to give you credit. Final selection of games is up to us. The allowable game systems are: NES, Game Boy, Genesis, Sega CD, Duo, Lynx, Game Gear, and Super NES. Void where prohibited by law.

## Shadowrun

Genesis Sega

### Secret Debug Menu

In the Pocket Secretary Screen, move below the Save/Load Game Option to the Invisible Option and choose it.



At the Title Screen, wait for the "Press Start" to flash and then enter the following code with controller 1: A, B, B, A, C, A, B. Now, start the game as normal. Press START to get to the statistics/subscreen. From here, press button A to access the pocket secretary. Now, move down past the Save/Load Game Option to an Invisible Option below! Here, you can choose any cheat you like! Jason Monfletto; Marydel, DE

# TRICK OF THE MONTH



Enter: A, B, B, A, C, A, B at the Title Screen. Press START.



Press START to get this. Access your Pocket Secretary.



Move down past the Save/Load Game to the Invisible Option!



You can choose any one of these goodies to help you out!

## WIN AN AWESOME CONTROLLER FROM STD AND EGM!!

Everyone who sends in tricks to the Trickman has a chance of winning either a SNPPROPAD, SGPROPAD-6, SNPROGRAM-PAD, or SGPROGRAMPAD-2! We're looking for the "Trick of the Month" to put on the first page of Tricks of the Trade. If you send us an awesome trick, code, cheat, etc. that we haven't found, you are eligible to win the Trick of the Month! If you win, you'll get your name in print, the STD controller, and a free game for the (allowable) system of your choice! Contests like this come only from the Best Video Game Mag, EGM!



OFFICIAL RULES AND CONDITIONS: 1. No Purchase Necessary: No purchase or payment of any money is necessary to enter. To enter the contest, print your name and address (including your city, state, and zip code) on a letter containing your best code and mail it to: Tricks of the Trade, Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois, 60148. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by June 15, 1994. Sendai assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage due, or misdirected mail. Mechanically reproduced entries will not be accepted. Entries must be received by June 15, 1994. Sendai Publishing Group, Inc. reserves the right to cancel this contest at any time with appropriate notice. 2. Winner: Winners will be judged based on their code's originality, novelty, accuracy, and the fact that said code is not already known by the Judges. The Judges will be from the Sendai Publishing Group and their decision is final. Noncompliance with any entry procedure may result in disqualification. All entries and copyrights therein become the property of Sendai Publishing Group and will not be acknowledged or returned. By entering, winners agree to be bound by the rules of this contest and judges' final decisions. 3. Prizes: Each Winner shall be awarded one of the following prizes: (1) SNPPROPAD; (2) SGPROPAD-6; (3) SNPROGRAM-PAD; or (4) SGPROGRAMPAD-2. All prizes not claimed by a PrizeWinner within thirty (30) days following notification by Sponsor shall become unavailable. 4. Eligibility: Sweepstakes open to residents in worldwide. PrizeWinners shall be notified by mail and must agree to the use of their name and likeness for publicity purposes by Sponsors and in a release. Employees of Sponsors and their affiliates are not eligible. Neither Sendai Publishing Group, Inc. or STD Entertainment, or their respective affiliates, subsidiaries, divisions, or related companies, are responsible for any damages, losses, or other expenses that consumers might incur as a result of this contest or receipt of prize. All legal, state and federal laws are the sole responsibility of the PrizeWinners. 5. PrizeWinners less than 18 years of age, the prize will be awarded to the parent or guardian if the release shall be signed by the parent or guardian (if applicable). 6. Restrictions: Void where prohibited or restricted by law. All internet, state and local regulations apply. 7. Sponsors: Contest sponsored by Sendai Publishing Group, Inc. and STD Entertainment (USA), Inc. Copyright © 1994 Sendai Publishing Group, Inc. SNPPROPAD, SGPROPAD-6, SNPROGRAM-PAD, and SGPROGRAMPAD-2 are all trademarks of STD Entertainment (USA), Inc.

# There's Only ONE!

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**THE ONE WITH ALL 24 WORLD CUP USA '94 TEAMS!  
THE ONE WITH THE OFFICIAL MASCOT!**

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GENESIS™ AND SNES® PRODUCTS.

\*Certain restrictions apply, complete details inside product manual.



Instant Replay with VCR-like control shows you the great goal you just scored!



Choose from your roster of players to substitute when one of your team members is injured.



This game has lots of options! Customize your team and formations so you can take on the world's best.



Available for Sega® Genesis™, Game Gear™, Sega CD™, Super Entertainment System™, GameBoy™, PC CD-ROM.

\*Sega Game Gear uses non-rechargeable instead of battery back-up.

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# CHEAT SHEET

## Battle Blaze American Sammy/ Super NES Extra Play Mode

When the Title Screen appears, hold the SELECT button and press START. This will put you on the Option Screen. On the Option Screen, press and hold the top R button. While holding it, press UP and X simultaneously, RIGHT and A simultaneously, DOWN and B simultaneously, and LEFT and Y simultaneously. If you did the code correctly, the screen will change to Extra Play Mode. You can switch to a two-player game, use any fighter (including the Boss), and change the background. However, the matches only last one round.

Jose Osario; Brooklyn, NY

## Barkley: Shut Up and Jam! Accolade/Genesis Easy Win

Try this for an easy win against any team in the game. Get a point or more ahead of the computer team and then stand in the corner and let the time run down (there is no shot clock).

Mark Sitjar; Vallejo, CA


## Pac-Attack Namco/Super NES Puzzle Mode Stage Select

When asked to Retry or End on the Game Over Screen of the Puzzle Mode, just press the top L button to skip stages!

### Streets of Rage 3

Genesis	Sega
Start With Nine Players	

In the Options Screen, take controller 2 and press UP, A, B, and C simultaneously. Move RIGHT with pad 1 for more men.

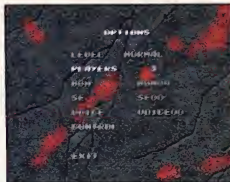


Go to "Options" on the Selection Menu and press START. In the Options Menu, go to the number of players and highlight it. Now, take pad 2 and press UP, A, B, and C simultaneously. Now, take pad 1 and press RIGHT. You can now set your players up to nine!

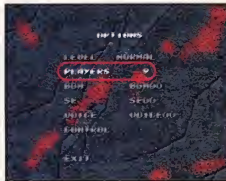
Note: This trick was done on a pre-production game cartridge. The trick may or may not work on the production cartridge.



On this screen, move down to the options and press START.



In the Options Screen, highlight the number of players.



On pad 2, press UP, A, B, and C. Move RIGHT to move ...



... the number of players up to nine. Fight the good fight!

### Streets of Rage 3

Genesis	Sega
Play as Roo	

At the Title Screen, hold UP and B simultaneously. Now press START. Roo will be added to the roster for you to play as.



This trick will let you automatically play as the trainer's Kangaroo named Roo in the game. To do this, go to the Title Screen and hold buttons UP and B at the same time. With these held, press the START button. On the Select Player Screen, Roo will be added to the lineup of players!

Note: This trick was done on a pre-production game cartridge. The trick may or may not work on the production cartridge.



If you do the trick right, Roo will be added to the roster!

### King of Dragons

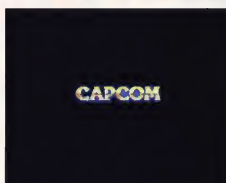
Super NES	Capcom
Same Character Trick	

At the Capcom logo, enter DOWN, R button, UP, L button, Y, B, X, A. Go to the Player Select and choose the same players.



As the Capcom logo fades in, take controller 1 and enter this code: DOWN, R button, UP, L button, Y, B, X, A. Do this before the logo fades. If you did it correctly, the Title Screen will flash blue instead of red. At the Player Select Screen, you can both choose the same character!

Steve Graveline; Houston, TX



Enter the code before the Capcom logo fades out.



If you see a flashing blue Title Screen (not red), it worked!



Have both players highlight the same character and start.

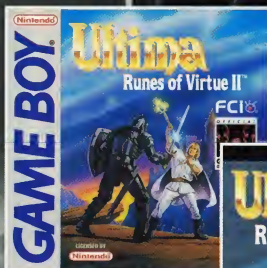


Both of you will be the same character. Don't get mixed up!

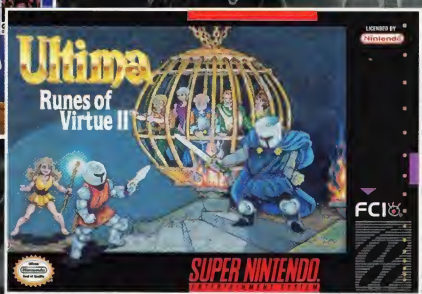


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**FCI**  
Not Just Kid Stuff

# CHEAT SHEET

## GAME GENIE

You must have a Game Genie for your designated system to make these work.

### NBA Jam Acclaim/Super NES

Game Genie Codes

36CC-0F8F - Visitor's baskets are worth six points.  
D8E7-C448 - All players have Super Dunk ability.  
DDE1-3C2A - Turbo bar never goes up.

### Wolfenstein 3-D Imagineer/Super NES

Game Genie Codes

C2CC-5D64 - Infinite energy.  
C28D-7D04 - Infinite Ammo (normal guns).  
DB25-84D4 - Start with nine lives.

### Castlevania Bloodlines Konami/Genesis

Game Genie Codes

AA0A-DA42 - Infinite lives.  
A26T-AA22 - Always restart on the last level (even if you choose "End").  
AWET-AA2E - Keep current weapon level after dying.

### Mega Turrican Data East/Genesis

Game Genie Codes

1VWT-BCBE - Weapon power-ups always max out weapon level.  
AKET-AA7J - Infinite smart bombs.  
A2LT-AAEJ + 9TLT-BCNG - Start on level 7.

### Super Metroid

Super NES Nintendo

#### Five Bomb Trick

Any weapon fully charged. Hold the fire button and press DOWN two times to roll into a ball to get five bombs.



Here is an easy trick that you can do with Super Metroid. Once you have the ability to charge up any weapon, you can do this trick. Simply hold the fire button. When you are fully charged, press DOWN two times to roll into a ball. You will now release five bombs at once instead of the one bomb.



Charge your weapon, then roll into the ball for five bombs!

### Battle Blaze

Super NES American Sammy

#### Extra and Unlimited Credits

On the Option Screen, hold the L button and press UP and X, LEFT and Y, DOWN and B, RIGHT and A to get more credits.



At the Title Screen, hold SELECT and press START. On the Option Screen, hold the L button. While holding it, press UP and X simultaneously, LEFT and Y simultaneously, DOWN and B simultaneously, RIGHT and A simultaneously. A new credits option will appear!

Jose Osario; Brooklyn, NY



The new credits option lets you choose 1, 3, 5, or free credits!

### King of Dragons

Super NES Capcom

#### 99 Credits

When you have one credit left, press START on pad 2, then press START on pad 1. Choose your player with button B.



Start a one-player game and play until you get defeated and you're on the Continue Screen and have only one credit left. Press START on pad 2. Then press START on pad 1 before the time runs out. Choose your second character with button B on pad 2. After you do this, your credits will jump up to 99.



Once you do the trick your credits will increase to 99!

### Super Metroid

Super NES Nintendo

#### Special Super Weapons

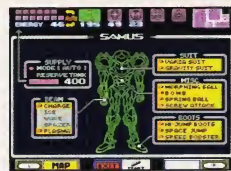
On the Status Screen highlight the word "Charge" and one other weapon. You will have a charged super weapon.



If you have Super Bombs and other weapons powered up, press START to go to the Map Screen and then press the top R button to access your Status Screen. On the "Beam" Menu, highlight the word, "Charge" and one other weapon (Ex. Charge



Go to the Map Screen and then press the top R button.



At the Status Screen highlight "Charge" and another weapon.

and Plasma highlighted in yellow and the others in grey). Now, press START to exit this screen. When you are back in the level, highlight your Super Bomb icon (in green). Now, press and hold your fire button. Depending on what weapon you use, a super blast of energy will appear!



Press and hold the fire button to unleash the super weapon!

YOUR WITS BETTER BE AS  
SHARP AS YOUR DAGGER.

# THE LORD OF THE RINGS™

J.R.R. Tolkien's epic saga, *The Lord of the Rings*™, comes to life on your Super Nintendo Entertainment System. As Bilbo Baggins, you'll join The Fellowship in their quest to find the one ring that has the power to destroy Middle-earth. You'll match your wits, your strength and your cunning against the evil Lord

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If you are one of the millions who have read the classic trilogy, or if you're new to The Shire, you'll be captivated by this ultimate fantasy adventure role-playing game. There is nothing like it on earth.

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- Each character has his own unique personality and decision-making skills.

- First action adventure RPG with multi-player real-time combat.
- Friends can join the play or leave the game anytime, without interrupting or restarting.



Nintendo

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Interplay

17222 Fitch Avenue  
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# CHEAT SHEET

## Art of Fighting 2 SNK/Neo-Geo

### Mr. Big's Special "Last Ditch" Move

To do Mr. Big's devastating move, you must have a full spirit (lower green) bar and your energy must be at 25% or less. You must be right next to your opponent!



Big's "last ditch" move is:  
▶▶▶▶▶▶▶▶ with A.

### Super Special Moves

You must have a full spirit (lower green) bar to do these moves, but you can have any amount of energy! Just follow the movements below and press the corresponding button.

- Ryo: ▶▶▶▶▶▶▶▶ and A.
  - Robert: ▶▶▶▶▶▶▶▶ and button A.
  - Yuri: ▶▶▶▶▶▶▶▶ and A.
  - Eiji: ▶▶▶▶▶▶▶▶ and A.
  - John: ▶▶▶▶▶▶▶▶ with button A.
  - Micky: ▶▶▶▶▶▶▶▶ with button A.
  - Lee: ▶▶▶▶▶▶▶▶ with button A.
  - Takuma: ▶▶▶▶▶▶▶▶ with button A.
  - Temjin: ▶▶▶▶▶▶▶▶ with button A.
  - King: ▶▶▶▶▶▶▶▶ with the B button.
  - Jack: ▶▶▶▶▶▶▶▶ with the B button.
  - Big: ▶▶▶▶▶▶▶▶ with A.
- These moves work with the arcade and home versions of the game!

## Art of Fighting 2

Neo-Geo	SNK
---------	-----

### Special "Last Ditch" Moves

Follow the movements of the arrows and press the corresponding buttons when your energy is at 25 percent or less.



King's devastating special is:  
◀▶▶▶▶▶▶▶ with B and C.



Jack must be close to his opponent: ▶▶▶▶▶▶▶▶ and A.



Temjin's spaz attack is:  
▶▶▶▶▶▶▶▶ with A and C.

To do these "last ditch effort" moves, you must have



Ryo's special move is:  
▼▶▶▶▶▶▶▶ and then C.



Yuri's special footwork is:  
▶▶▶▶▶▶▶▶ with B and C.



John Crawley's special move is:  
▶▶▶▶▶▶▶▶ with B and C.



Micky's special move is:  
▼▶▶▶▶▶▶▶ with button A.

a full spirit (lower green) bar and your energy must be at



Robert's super special is:  
▼▶▶▶▶▶▶▶ and button C.



Lee's Rotating Slash move is:  
▼▶▶▶▶▶▶▶ with A.



Eiji's "Last Ditch" attack is:  
◀▶▶▶▶▶▶▶ with B.



Takuma's last effort attack is:  
▼▶▶▶▶▶▶▶ with A and C.

25 percent or lower. These moves take off a lot of energy!

## Super Metroid

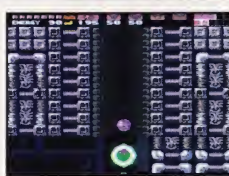
Super NES	Nintendo
-----------	----------

### Rapid Fire Controller Trick

Roll into a ball and put the controller on rapid fire to climb walls and get to many hidden places in the game.



If you have a rapid fire controller, try this trick. Put the "turbo" switch on the button you use to fire your weapon. Now, press DOWN on the pad twice to roll into a ball. If you hold the fire button (or have it on auto fire), Samus will start laying many bombs and climbing. This is a good way to reach the top of a level.

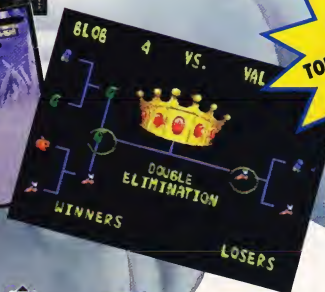


When you're in a ball, put the controller on rapid fire!

**"HEY CHAMP, HOW'D YOU CLIMB TO THE TOP OF THE TOURNAMENT LADDER?"**

**ONE CHUMP AT A TIME!**

Stomp, bash and thrash your way to the top of the ladder in this bigger, bolder Tournament Edition of Clay Fighter. You and a whole bunch of friends can duke it out to see who's the champ and who's the chump in this carnival-gone-bonkers, big-time, big top brawl.



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For a limited time only you can order these hot new Clay Fighter Tournament Edition T-Shirts! Simply complete this order form! Please send my shirt to:

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Phone \_\_\_\_\_ Size:  Small  Medium  Large  X Large  XX Large  
 I am enclosing a check or money order for \$12.95 + \$2.50 Shipping & Handling per shirt ordered to INTERPLAY (U.S. funds only). Copy this form for additional orders. Only one shirt per form, please. Please allow 6-8 weeks for delivery.  
 Please charge to my:  American Express  VISA  MasterCard

Account Number \_\_\_\_\_ Expiration Date \_\_\_\_\_

Cardholder Name \_\_\_\_\_ Cardholder Signature \_\_\_\_\_

Send this Order Form To: Clay Fighter T-Shirt Order - 5070 Santa Fe Street, San Diego, CA 92109



**Clay Fighter Tournament Edition is exclusively available at participating Blockbuster Video stores.**  
 Tournament sign-ups begin May 16 at participating Blockbuster Video stores



Interplay Productions, Inc.  
 17922 Rock Avenue  
 Irvine, CA 92714

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# CHEAT SHEET

## RoboCop vs. Terminator Violence/Genesis

### Violence Code

To get more gore, new enemies, and different deaths from this game, enter this very lengthy code. Press START to pause during the game and then press: C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C, A. You will hear a musical tune if you did it correctly.

### 54 Lives

Press the START button during play to pause the game. Now, put in this code: C, C, A, A, B, B, C, C, A, A, B, C. You will then hear an explosion and you will be taken to a hidden level where you will acquire the 54 lives from the game's programmer.

### Weapon Selection

During play, press START to pause the game and then put in this code: B, A, C, C, C, A, B, B, A, C, C, C, A, B. You will hear a machine gun sound if you did it right. Press START again to unpause the game. Now, hold DOWN, A, B, and C. You will see a weapon icon at the top of the screen start to cycle through different weapons. When you see the one you want, just let go of every button.


### TurboCop Mode

During play, press START to pause and then press: A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, B, C, A, C, A, C, A, B, C, B. You will hear a sound effect which means you can move through levels faster.

### Streets of Rage 3

Genesis	Sega
Same Character Code	


Move to 2 players. Press DOWN and C simultaneously. On the Select Player Screen, choose the same characters.



At the Title Screen, just begin a game by pressing START.

Move to "2 Players." Press DOWN and C simultaneously.

At the Selection Menu, move to 2 players. Now, press DOWN and C at the same time. If you heard a confirming tone, it worked. At the Select Player Screen, you may now put both player 1 and 2 on the same character and choose them. Now you can fight with your twin!



(Note: This trick was done on a pre-production cartridge. The trick may or may not work on the production version.)

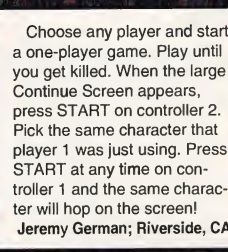
If you heard a confirming tone, it worked! Pick same players!

Try not to get confused as you fight with your mirror image!

### Sunset Riders

Super NES	Konami
Same Character Trick	

At the Continue Screen, press START on controller 2. Pick the same character. Press START on controller 1 for your twin.



Choose any player and start a one-player game. Play until you get killed. When the large Continue Screen appears, press START on controller 2. Pick the same character that player 1 was just using. Press START at any time on controller 1 and the same character will hop on the screen! Jeremy German; Riverside, CA

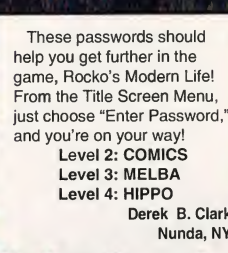
Do the trick correctly and you will also get your twin to fight!



### Rocko's Modern Life

Super NES	Viacom
Level Passwords	

Choose the "Enter Password" Option from the Title Screen Menu and enter any one of these passwords.



These passwords should help you get further in the game, Rocko's Modern Life! From the Title Screen Menu, just choose "Enter Password," and you're on your way!  
Level 2: COMICS  
Level 3: MELBA  
Level 4: HIPPO  
Derek B. Clark  
Nunda, NY

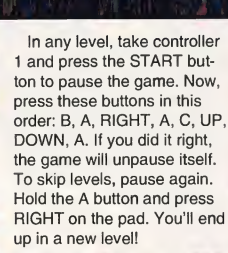
On the Password Screen, make Rocko choose the right letters.



### Chuck Rock II

Genesis	Virgin
Level Skip	

Pause the game. Press B, A, RIGHT, A, C, UP, DOWN, A. Pause again. Hold the A button and press RIGHT on the pad.



In any level, take controller 1 and press the START button to pause the game. Now, press these buttons in this order: B, A, RIGHT, A, C, UP, DOWN, A. If you did it right, the game will unpause itself. To skip levels, pause again. Hold the A button and press RIGHT on the pad. You'll end up in a new level!

Pause, do the trick, pause again, hold A and press RIGHT.



# NOW AVAILABLE ....



SGS-HUSA



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# it's **GON**



# one **HOT**



# na Be



# summer.

# NEXT WAVE

## 19 GAMES PREVIEWED!!!

Clay Fighter Tournament Edition, Tiny Toons: Wacky World of Sports, Contra Hard Corps, Biker Mice From Mars, Sparkster, Lethal Enforcers 2: The Gunfighters, Cadillacs and Dinosaurs, Loadstar, Power Instinct, Street Racer, Pac-Man 2, Clay Fighter 2, Boogerman, Dungeon Master 2, Urban Strike, Shining Force 2, Dragon's Lair, Rock 'N' Roll Racing, Starfleet Academy, and the latest news on NEC's FX 32-Bit CD-ROM system!

## NEW SOFT NEWS

There's been a major surge of games this month. As you can imagine, it's hard to decide what to put in.

Here's some really great news: JVC has announced they are working on Samurai Shodown for the Sega CD! How's that for information?

For those of you who enjoyed American Laser Games' Mad Dog McCree, the arcade sequel is coming home to the Sega CD.

Sega is planning to bring out Phantasy Star IV soon, along with a new children's title called The Berenstein Bears, based on the books of the same name.

T-HQ is working on Akira for the Super NES, the Genesis, and the Game Gear.

Who is Earthworm Jim? He's the latest and greatest superhero who is in for some great adventures on the Genesis. It's by a new company called Shiny Ent.

In EGM<sup>2</sup> you can get the latest news on all the newest Sega games, because Sega Force is going to be packed in with it. So look alive, stay frosty, keep on gaming...and on with the show!



### Interplay

## Clay Fighter: Tourn. Edit.

Super NES

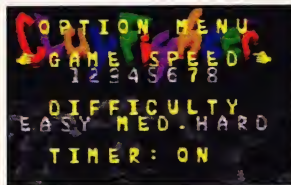
Fighting

You may not know it, but there's a Clay Fighter Tournament Edition available for you to play, and it's loaded with new surprises. Currently it's available for rental at video stores only (similar to what was done with a few of the sports games), but Interplay has plans to sell it to the public soon.

So what's in CF:TE? Well for starters, there's the Tournament Mode where up to eight players can compete. There are more options to enhance the game play, including a speed setting. The backgrounds have been given a minor facelift, and it seems like there are more voices.

All of the original cast is here, with seemingly little change, but who knows what could be hidden. Like before, you can play as the deadly Blob, Blue Suede Goo, Icky Bod Clay, Tiny, and the others. They have lots of special attacks and strategies at their disposal, not to mention really cool animations.

If you liked Clay Fighter, and can't wait for part 2, this should be more than enough clay fighting action for you. Like I said earlier, it's only for rental right now, but soon you will be able to purchase this comical fighting game. Are you prepared?



TAM TAM 1 VS. CYBER. 2



Try to become the champion in the Tournament Mode, but only one can win.



More details have been added to the backgrounds, making them look better.



One of the new screens shows you the win/loss records of both players.



VIDEO GAMES ARE

LIKE UNDERWEAR.



YOU GET ATTACHED

TO THE GOOD ONES,

BUT EVENTUALLY

YOU HAVE TO

CHANGE THEM.



If it's not a challenge, it's not a game. You need the hottest, toughest games and you need them now. You need to go to Blockbuster. Where there's always a massive amount of the latest games for you to rent or buy. And when you've got those beat, there'll be even harder games to take their place.

**WHERE THE CHALLENGE NEVER ENDS.**

# NEXT WAVE

Konami

## Animaniacs

SNES/Genesis

Action

One of the funniest cartoons to appear in recent years is *Animaniacs*. This game is still early in development, but expect to see comical situations directly from the show. Look at the great job Konami did on *Tiny Toons*. Need I say more? It's for both the Super NES and the Genesis.



Konami

## Sparkster

SNES/Genesis

Action

This is the follow-up to the terrific Genesis cart, *Rocket Knight Adventures*. Sparkster, the daring opossum with a rocket pack is back, and in the typical Konami fashion, it's loaded with plenty of awesome special effects. The enhancements made to the original game include smoother animation, a tougher quest, and lots of hidden features.

If you like the Genesis game, the sequel will appeal to you as well.



Sparkster the opossum is back, and he's better than ever.

Konami

## Contra Hard Corps

Genesis

Action

The alien forces are back from the far reaches of space, and it's up to Earth's finest to take them on. Featuring all-new characters and a quest similar to the third NES *Contra* game, the Genesis version looks to be really hot.

*Contra Hard Corps* is noticeably darker and gorier than the other incarnations of the *Contra* series. It seems that we can never stop the vile aliens from taking over the world.



The aliens have all new spawns to use against Earth's heroes.

Konami

## Biker Mice From Mars

Super NES

Action

Get set for some explosive action with *Biker Mice From Mars*. Hot from the cartoon scene, you take on the role of some nasty alien rodents who are out for some fun. Tear up the road on your motorcycle, and battle it out against all types of strange creatures.

This fast-paced game is roaring down the highway straight to the Super NES. *Biker Mice From Mars* is on the horizon, so you should be on the look out.



Race through the streets while avoiding numerous obstacles and enemies.

Konami

## Lethal Enforcers: The Gunfighters

SNES/Genesis

Shooter

Still sizzling from the arcades, the sequel to *Lethal Enforcers* is going to the home systems.

Instead of the modern-day setting, you are transported back in time to the era of the gunfighters. In the Wild West, you are the shining pinnacle of justice. Unfortunately every madman and hired gun is out to blast your sorry butt into a grave. Look for this shooter to be blazing its way to home systems in the near future.



LE: The Gunfighters will put your shooting skills to the test.

Konami

## Wacky World of Sports

Super NES

Sports

Everyone thought that the football sequence in the original *Tiny Toons* game was great. Now, Konami has expanded on the idea, and is making an Olympic-type of game. Utilizing a number of sporting events, you get to play as your favorite Warner Brothers characters like Buster Bunny, Babs, Dizzy Devil, and the rather charming Plucky Duck.

If you enjoy sports with a lighthearted twist, you'll like this one.



Play as your favorite *Tiny Toons* character in this Olympic-type game!

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YOU'LL BE TEMPTED TO  
PLAY OUR NEW GAME LIKE  
REAL SOCCER  
BUT THEN YOUR  
GAMEPAD WOULD REALLY

STINK



PELÉ'S  
WORLD TOURNAMENT SOCCER.  
COMING SOON FOR THE SEGA™ GENESIS.™  
GET YOUR HANDS ON IT.



GET IN THE GAME!

# NEXT WAVE

Atlas

## Power Instinct

Genesis

Fighting

Power Instinct is best known for its bizarre characters and wacky special moves. Atlas has decided to translate this coin-op to the Genesis, and it's supposed to be nearly identical.

Power Instinct has a motley cast of characters, like Goketsuji Otane. She's an old woman who can launch her dentures. She can become younger for even more moves.

This cart stands out among the few fighting games for the Genesis, simply because it has a sense of humor, yet it's still a sound game of one-on-one.



There are a total of eight fighters that you can choose to use.



Goketsuji has a number of deadly old lady attacks. Just don't get kissed!



Some of the moves are deadlier than they are funny. Be sure to block.

Rocket Science Games, Inc.

## Loadstar

3DO

Action

Rocket Science Games, Inc. has whipped up a spectacular looking space thriller for the 3DO.

Fly through the depths of space fending off attacks from the most vicious creatures in the known galaxy (and a few from beyond).

Battle your way through stage after stage of deadly enemy fire. Only the best will make it through.

Are you prepared to take on the missions of Loadstar, or are you just plain scared?



You'll be blown away by the incredibly detailed graphics in Loadstar.



Fly through the narrow tunnels. Try hard not to crash into space dust.

Rocket Science Games Inc.

## Cadillacs and Dinosaurs

3DO

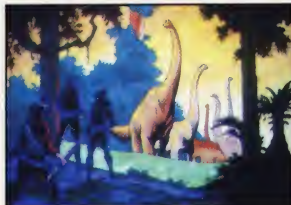
Adventure

Get a dose of prehistoric mayhem with Cadillacs and Dinosaurs. It's a wild adventure through time. If you crossed carnivorous dinos with high-tech fiction, you'd get Cadillacs and Dinosaurs.

This game resembles an interactive cartoon, and the graphics are drawn with great attention to every intricate detail.

Rocket Science Games is a new company, but they're starting things off in a big way with games like Cadillacs and Dinosaurs.

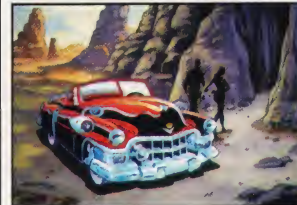
If you own a 3DO, you might want to wait for this title. While still an early copy, it looks pretty darn good.



No, it's not Jurassic Park. Sorry folks, this is the real thing: the past.



Sometimes it's better to run away than to get devoured by a hungry beast.



What would you do if you were stranded in the earth's prehistory?

# SOON: MORPHINOMENAL VIDEO GAMES

Morph into action when the number one Fox television show and the number one toy line in America become all new video games for your Game Boy, coming in July, and Super Nintendo Entertainment System, coming in September.

The Game Boy cart features all five Power Rangers™ and Super Game Boy compatibility.



The Super NES™ cart features five teenagers who morph into Power Rangers™ in this 16 meg side scrolling action adventure game. Then a secret code magically transforms your game into a one-on-one fighting game. Two Player Simultaneous!

Video games this exciting can only be called "Morphinomenal!"



## MIGHTY MORPHIN POWER RANGERS™



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# NEXT WAVE

UBI Soft

## Street Racer

Super NES

Action

Street Racer is what you get when you combine Mario Kart with Mad Max. It's a fast-paced game of auto-dueling with outrageous features.

Street Racer allows you to choose from eight different vehicles driven by wild-looking characters. These drivers include Frankie, a big green guy that inhabits the eerie graveyard track, to Surf Sister, a tough blonde with a thing for fast cars.

A great way to play is with four players simultaneous via a screen that is split four ways. This brings new meaning to the word intense.

Street Racer is going to be one of the best racing carts around. Stay tuned for more information.



It's a free-for-all using many kinds of weapons. Only the strong survive!

## Namco Pac-Man 2

Super NES

Adventure

You may recall a Fact File on this game done a long time ago. Well, Namco's been retooling this one a bit to make it better.

Unlike the usual maze-like screens, you must guide Pac-Man around his new world in a fashion similar to Linus Spacehead. Find items to use, and occasionally go to the action sequences.

As before, Pac-Man's old nemeses, the ghosts, are back. They will stop nothing to get the "Pacster." Other famous faces can be seen as well. Mrs. Pac-Man, Chomp Chomp, and Baby Pac are all here.

Pac-Man 2 may break away from the typical Pac-Man motif, but that makes it even more fun and original.

The old game is even built-in for nostalgic purposes. How about that? Sounds like fun to me.



Watch out for the ghosts as you race down the mine in a runaway car.



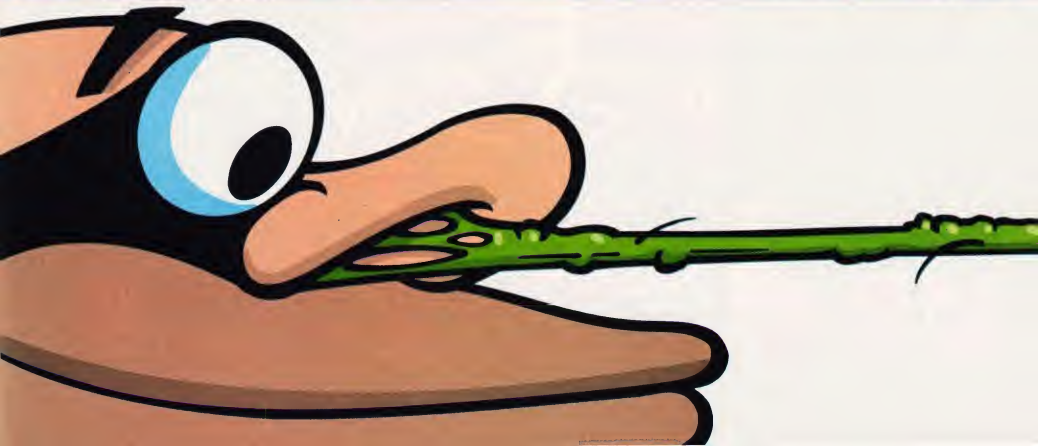
Giant Bosses make Pac-Man's life miserable. Find ways around them.



The Graveyard Stage is spooky, not to mention loaded with sharp turns.



The screen can be split for two to four players. It's a helpful feature.





# NEXT WAVE

Interplay

## Clay Fighter 2

Super NES

Fighting



Clay Fighter 2 has a lot more parallax scrolling. The trees even scroll!



Venture underwater for a fight and see what happens to wet clay.



Clay Fighter 2 looks to be 10 times better than the first game.



It's time for a bungle in the jungle in this cool new stage.



Hoppy is a Rambo rabbit with an attitude. He'll make the clay fly.



This stage is filled to the max with intense graphics. You'll amazed!



# NEXT WAVE

Interplay

## Boogerman

Genesis

Action

Here's a game that totally throws manners out the window. It's the hero for the '90s—Boogerman.

He's a super being who uses snort and farts to fight the forces of evil. Hock mega-lugees at the unsuspecting villains, and blast off with a super-powered fart.

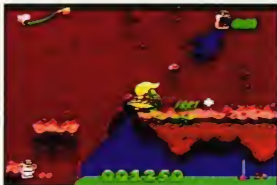
This unlikely hero must travel to the most unusual levels using his natural (albeit repulsive) talents.

No, the world has never seen a hero the likes of Boogerman. But thanks to him for showing the way; we should all follow his example. Or, maybe not.

Anyway, if you want an off-the-wall adventure, Boogerman is your ticket to bodily function fun.



Boogerman leaps over pools of mucus, bile, and other assorted bodily fluids.



Boogerman has the most powerful farts known to the galaxy.



Interplay is well known for taking steps to make a game different.

JVC

## Dungeon Master II: Skullkeep

Sega CD

RPG

Journey back to the world of dark dungeons, deadly monsters, and priceless treasures. Dungeon Master II: Skullkeep has you and a party of adventurers in search of a treasure.

Use your tracking skills, and try not to get lost in the seemingly endless depths of the dungeons. It is here where the most vile of creatures dwell. Fight orcs, goblins, ogres, and other denizens of the darkness.

Find items to solve the puzzles and use magic to keep yourself from becoming one of Skullkeep's many victims.

Since there are not all that many RPGs out for the Sega CD, you might be interested in this one. The graphics are decent, and it's riddled with intriguing places to explore. Dungeon Master II: Skullkeep goes way beyond its predecessor.



Drizzling beasts of horrible intent lurk in the throes of darkness.



Use all the strategy and magic you have to cut the enemies down to size.



Electronic Arts

## Urban Strike

Genesis

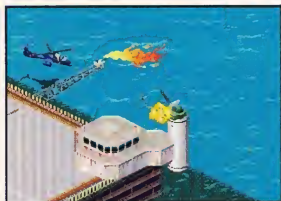
Action



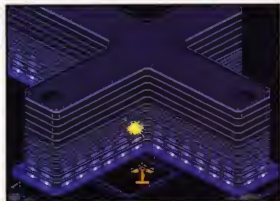
Go in for a treacherous roof landing at your base of operations.



You can also fly over the Excalibur Casino. Look for all the famous spots.

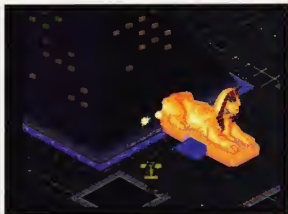
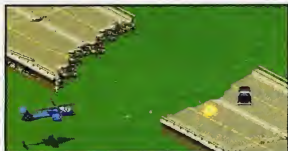


Have fun blasting oil rigs, and the bad guys that lurk inside them.



No matter where you go, you are sure to come across some terrorists.

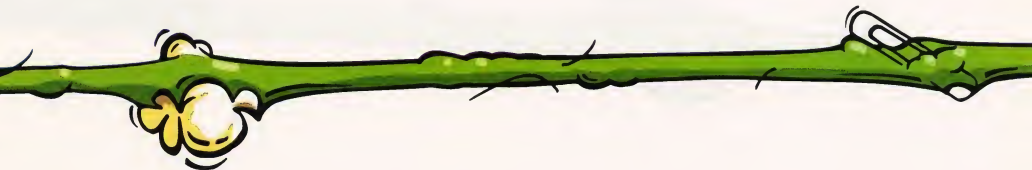
# NEXT WAVE



Fly your plane to Las Vegas and go over the famous Luxor Casino.



You can now go outside of your vehicle for more precise strikes.



# NEXT WAVE

Philips

## Dragon's Lair

CD-i

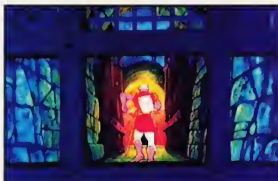
Adventure

The CD-i had the best translation of Space Ace, and now it looks like they'll have the best translation of Dragon's Lair as well.

Nothing is lost from the old LD coin-op, and a couple of scenes have been added, like a randomized Continue Screen.

Dirk the Daring must rescue Princess Daphne from the claws of Singe, a not-too-friendly dragon. Guide Dirk through the many puzzles and enemies. All the scenes are here, including the Lizard King and the Black Knight.

Dragon's Lair is a classic that'll never die, and the journey continues onward with the CD-i.



Once you enter the castle, there's no turning back and no escape!



Singe is huge. How will you find a way to stop him and save the girl?



Dragon's Lair on CD-i is the closest you can get to the arcade game.

Sega

## Shining Force 2

Genesis

Sim./ RPG

When Jippo the Thief steals the magical gems of Good and Evil, the world is plummeted into chaos. Only your band of warriors can hope to replace the gems, and stop the evil forces that have reappeared across the land.

Shining Force 2 is much like the original game. The game is divided into two parts. The first is an RPG section where you slowly unravel the twisted plot line. The other is the military war simulation sequence.

Shining Force 2 requires strategy and thinking, instead of quick reflexes. If you are to win the many battles, you must keep all of your fighters alive. You have mystical spells and items to aid you in your quest.

Shining Force 2 looks to be one of the best strategy games around for the Genesis.



Plot your strategy carefully, and you'll find that beating the demons is easier.



Like the original Shining Force, the battle scenes are very cinematic.



Interplay

## Rock 'N' Roll Racing

Genesis

Sports

The roughest racer around with the golden oldies is here! Rock 'N' Roll Racing is being ported over to the Sega Genesis. All the racing excitement you'd expect has been kept intact, along with a number of twisting tracks and loads of weapons.

There are different types of vehicles and enhancements are at your disposal. Build up your money and try to make it to the next race in one piece. Rock 'N' Roll Racing will have you baring your teeth as you barrel around tight hairpin curves.

This is one of the best racing games for the Genesis, and it's very close to the Super NES version. The graphics are good, and the music really rocks. If you missed out on the Super NES cart, then you won't want to let this one slip through your fingers. Rock 'N' Roll racing is here to stay!



Select your car depending on which track you are racing on.



The ice track is really nasty. There's no margin for error here.



Interplay

## Starfleet Academy

Super NES

Simulation

Do you think you've got what it takes to control your own starfleet ship? Interplay's latest creation lets you start off in the ranks of the Starfleet Academy, where you will train for the position of captain.

This game won't be a simple walk in the park. You will have to know the bridge like the back of your hand, and be able to respond to trouble of all kinds in an instant.

There are all sorts of simulations you can run while you are training. You also have space battles between ships. Select what kind of vessel you want to go against, and fire away.

Starfleet Academy is a *Star Trek* fan's dream come true.



You will learn many things in the academy, but training is tough.



You can select a ship to go up against in mock battles in space.



Here is the bridge scene. This is where all the action occurs.



# Dig it!

Coming soon from

*Interplay*<sup>TM</sup>

Or don't play at all.

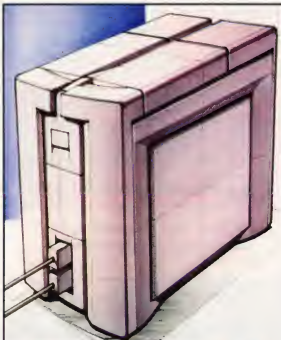
# NEXT WAVE

Sources in Japan have indicated that the 32-Bit FX CD-ROM system may come to America, although TTI has not confirmed nor denied this.

Positioned as an 'upscale model from the Duo,' the CD-ROM-only system will employ NEC's V810 RISC processor as the CPU. Its high speed processing of digital movie data enables full-color and full-screen animations at 30 frames per second. Although it will not be fitted with a special polygon graphics processor like Sega's Saturn or Sony's Playstation, NEC claims FX's ample 36-Bit memory will enable it to provide graphic processing performance on par with its next generation competitors.

FX will also be fitted with an expansion slot for adding such optional accessories as a modem interface. Besides game CD-ROMs, FX should also accept music CDs and photo CDs.

For a taste of what the FX can do, NEC released several shots of amazing computer graphics featuring impressive textured polygons and translucency tech-



## NEC's 32-Bit FX CD-ROM

niques. The attention to detail in the graphics is spectacular and the look is just plain phenomenal.

### SYSTEM SPECIFICATIONS

**CPU:** NEC V810 32-Bit RISC Processor

**Clock Speed:** 21.5 mHz

**Memory:**

**Main memory:** 2 MBytes

**VRAM:** 1MBytes

**ROM:** 1MBytes

**CD Buffer:** 256 KBytes



This is one of the sample graphics display by NEC of Japan.



Dozens of special effects are used, like transparencies and scaling.

**Back-up Memory:** 32 KBytes

**CD-ROM:** Double Speed

**Colors:** 16.77 million

**AV output:** RCA video, stereo RCA audio, and S-VHS

**Movie Compression:** JPEG and Run Length (Used by faxes.)



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Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

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We started by  
filming real base-  
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a blue screen.  
Then we digitized  
the footage. The  
result is an arcade-  
style experience



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movement  
you've ever  
seen.

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and take 'em deep. Curve ball low and away?  
Swing low and go to the opposite field.

The pitching is just as intense. A radar  
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including the new divisions and the expanded League Championship Series. Use your password to track your favorite team through both rounds of the LCS and the World Series.

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**SPECIAL  
FEATURE!**

**FOR THE  
SUPER NES,  
GENESIS,  
GAME GEAR, AND  
GAME BOY!**

# MORTAL KOMBAT II

## COLOR KEY

ARCADE	- RED
SUPER NES	- ORANGE
GENESIS	- PURPLE
GAME GEAR	- BLUE
GAME BOY	- GREEN

The game you've been dying to see is finally here! *Mortal Kombat II* has arrived for the Super NES, Genesis, Game Gear, and Game Boy and EGM gives you the first look at this ultra-hot title.

*Mortal Kombat II* has been in the works for quite some time now and it still isn't finished at the time of this writing. All the characters that made the arcade version such a hit are back for more. You will find all the characters in the Genesis and Super NES versions and there is no final



**The Character Select screen features all the characters from the arcade version.**

word on which characters, if any, will be eliminated from the portable Game Boy and Game Gear versions. From everything we've seen, this game looks like it will rival all previous versions.



The Dead Pool provides the backdrop for this heated battle between Baraka and Raiden. Will the loser get finished in the traditional manner or go for a swim in the green ooze?



**Mileena's Fan Toss is about to slice up Reptile for a fatal blow.**

The backgrounds are drawn with the same attention to detail as the arcade. Nice touches like the flying dragons in the background of the Kombat Tomb will dazzle you in the 16-Bit versions. Nothing has been finalized as to whether or not the Random Character Select feature will be in, but it's our strong guess that this option will be there since it's quite popular among the arcade crowds.

There's just so much to talk about that we've devoted five pages to it! Within these pages you'll find pictures of the game for all the systems and learn about what makes this version a near clone to the arcade. So get set for another look at the game that's been tearing up the arcades for many months now, *Mortal Kombat II*. Only this time the battle takes place in your home.



**Shang Tsung prepares to rearrange Mileena's face with his fireballs.**

# MORTAL KOMBAT: PAST, PRESENT, AND FUTURE...

Mortal Kombat caused quite an uproar when it first appeared in arcades in October of 1992. Its graphic display of violence caused many parents to prohibit their children from playing such a 'nasty' game. But when the game hit the homefront in September of 1993, the result was a smashing success. Having released all four versions of the game on the same day, Acclaim pulled off something nobody thought could be done. Hot off the heels of that triumph comes their home versions of Mortal Kombat II. Originally released in the arcades around October of 1993, this sequel took the original gore-fest further with seven new characters, multiple fatalities, and the incredible babilalities and friendships. That, coupled with many hidden secrets, kept gamers content for



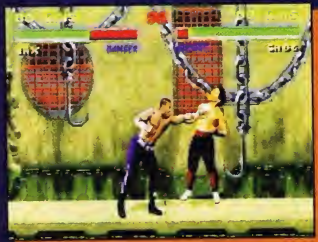
The arcade version of Mortal Kombat II introduced players to an all-new realm of video gaming. New characters, blood galore, and new techniques.

editions would turn out. Well, here they are and they look even better than the original MK home versions. With a total of twelve characters, seven totally new, all those who've mastered the arcade edition will have no problem picking up a controller and performing every killer combo that made this game so great.

All the stages, pits, Bosses, and hidden characters are here. Perform Pit fatalities, take on Kintaro and Shao Kahn in the final battle, and meet up with hidden characters like Smoke and Jade. What does the future hold for Mortal Kombat? Will there be new combatants to take

months on end. Everyone who ever played the arcade version of MK2 couldn't help but wonder how the home

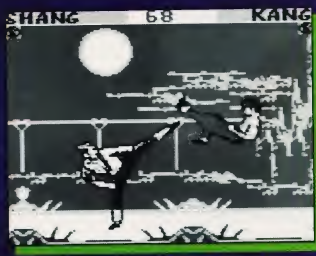
on and mutilate? Will there be a barrage of upgrades offering new features to test the might of future warriors? Hmm...



Once Jax gets a hold of Johnny Cage, a barrage of punches are sure to follow.



Liu Kang's Flying Kick is about to be halted by Kung Lao's Hat Toss.



Liu Kang attempts to perform a Bicycle Kick on Shang Tsung.

## THE ORIGINAL MORTAL KOMBAT FOR HOME SYSTEMS

When Mortal Kombat first appeared in the arcades, many players were already wondering if the home versions would be as dynamic as the coin-op. Players weren't disappointed. The Genesis version had all the gore and fatalities that made it true to the original while the Super NES version had graphics and

sounds that rivaled the arcade. The portables even did a nice job of showing off their abilities. Now the excitement of seeing MK come home will be experienced once again when the home versions of MK2 finally hit store shelves.

Way to go Acclaim!



# UNLEASH THE FURIOUS SOUND OF

# MORTAL KOMBAT®

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# KILLER KOMBOS AND MOVES FOR ADVANCED PLAYERS!

As you can see, all your favorite moves have been retained in the home versions of Mortal Kombat II. Even the killer kombos that were in the arcade version made it to the home translations for the Super NES, Genesis, Game Gear, and Game Boy editions!

Just like the arcade, you can do every special move that these characters have to offer. Baraka's Spark Toss, deadly Shredder, and Deep Cut have been retained in full force. Kung Lao has his Spin Shield, Teleport, Hat Toss, and Dive Kick! The lovely Kitana has retained her spinning Fan Toss as well as the Fan Wave and Fan Swipe! Scorpion still has his Spear and Teleport as well as two new moves: the Air Throw and the Take Down. Raiden is back with his Torpedo, Lightning, and Teleport, as well as a new Shock Therapy move. Another deadly woman named Mileena has a Sai Shot, Drop Kick, and low roll. Reptile, the mystery player from the first Mortal Kombat returns with the Acid Spit, Energy Ball, and Invisibility! Liu Kang is new and improved with a High and Low Fireball, Flying Kick, and Bike Kick. Johnny Cage is back with the Shadow Kick, Low Blow, Low Fireball, and Rising Uppercut! Jax has his Wave Punch, Ground Slam, Back Breaker, and Grab and Smack! Sub-Zero still has his Ice Blast, Power Slide, and a new Ground Freeze! The Boss of the first Mortal Kombat, Shang Tsung, joins the battle with his Fireball, Multi-Ball, and his Metamorphosis into all game characters!



Who's that peering around from behind the tree? It's none other than Smoke, one of the hidden characters you'll find in the game.



Mileena is heading straight for trouble with Reptile's Energy Ball. Unless, of course, her kick makes contact with his head.



Raiden gives Shang Tsung an electrifying experience with his Shock Therapy. The match could be over before it even starts.

Continued on page 118

# KICK GRASS



## ELITE Soccer

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SUPER NINTENDO  
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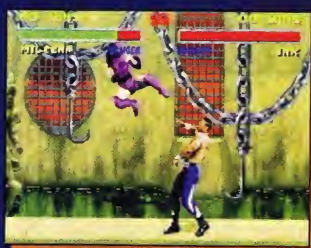


Sub-Zero uses his tricky Ground Freeze to render ever blocking foes helpless. You can get away from it by staying near the corners of the screen.

## LET THE GAMES BEGIN!



Sub-Zero's Low Ice attack will put Jax in a slippery situation.



Mileena attacks from the skies to counter Jax's powerful Ground Slam.



Jax gives Kitana a boot to the head to avoid her messy Fan Toss.

Mortal Mania will be here sooner than you think and from these pictures you can tell it's going to be a scorcher on every platform. Looking through the various system pix, you can see that all the graphic elements have been reproduced as close as a cartridge can come to the arcade. Each character has retained the special moves and skills that made him/her favorites in the arcades. The question on all the minds of hard-core Mortal folks is whether it's going to play the same. The first Mortal Kombat played close to the arcade and only experts will be able to tell whether Reptile's Acid Spit is fast enough, Scorpion can still get an Uppercut out of a leg take down, and uppercut Kung Lao after a teleport move. This critical timing is expected to be as close to the arcade as possible. The correct timing of moves is the key to the successful game play and strategy that coin-op players have developed. Our sources ensure us that the programmers have gone to great lengths to make even the pros feel challenged. This is no ordinary fighting game you're dealing with!

The other big question people are dying to know is whether the secrets that have made this game immortal will be in all the versions. Throughout all these pictures there are no fatalities, pits, friendships, or babalities. Are they holding back? You bet! We're told that the carts will be packed with secrets! Some of the lower Meg formats may have to make a few sacrifices, but don't doubt for a minute



Reptile's Acid Spit is no match for Jax's powerful Wave Punch attack.

SPECIAL TECHNIQUES



Johnny Cage is trying to Shadow Kick while Baraka bashes him on the noggin.

that all the "finishing" moves will be in full color and full gore! Obviously there are no inherent problems with the friendship or babality moves, but you know there's going to have to be a few codes or tricks to allow some of the infamous bloody fatalities. In addition to the secret finishing moves, look for some of the hidden characters such as Smoke or Jade in the higher Meg carts. Only time will tell if the three hidden characters and the finishing moves can be reproduced in their entirety. On the same note, we can't forget the big N's anti-blood stance and that alone is sure to add variety to the fatalities. Just think of the way they got around the blood issue before. Have you noticed that none of the pictures shown so far depict any blood! Remember these are early photos and the blood might have been left out for the preview, but you can expect all versions to have gore or some kind of substitute along the line of the first version. Rest assured—the companies tell us that all versions were crammed so full of MK2 material that people won't believe what they were able to reproduce. From the preview thus far you can tell the quality of the game play has been kept intact. Be prepared to get blown away with the superior reproductions on all formats, including all the secrets, blood, and combos that have made this super sequel the talk of the arcades. Mortal Kombat II will be knocking down your door soon! Stay tuned to EGM for more information.



Raiden's Torpedo is as effective as it ever was, but now it can be used in the air.



Look for all the moves and timing on these formats. Each character has his/her trademark bag of tricks and is ready to show why he/she is the supreme Mortal Kombat warrior.

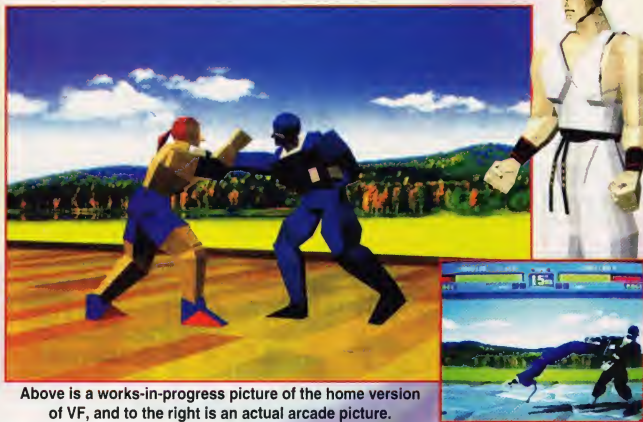


Baraka makes the fatal mistake of doing the Shredder move from a distance. This leaves him open to Scorpion's Spear and Uppercut combos.

# SPECIAL FEATURE!

## FIRST PIX OF VIRTUA FIGHTER FOR SEGA'S 32-BIT SATURN!!!

All you gamers eagerly anticipating the arrival of the Saturn system will be in for a treat. Sega has just released the first pictures of Virtua Fighter for the Saturn! This game (as stated before) will coincide with the release of Sega's new 32-Bit system. The pix below are of a 30 percent completed ROM that contains fewer polygons than the projected amount of the finished version. Right now, the overriding concentration is on the actual motion of the characters, the correct collision detection, and control tweaking. Once these priorities are finalized, the addition of polygons will then proceed. Hopefully, this home version will mimic the arcade hit, and should provide more options for additional game enhancements. More on this incredible game in upcoming issues of EGM and EGM!



Above is a work-in-progress picture of the home version of VF, and to the right is an actual arcade picture.



Virtua Fighter is one of the most promising games for the Saturn system.

### Virtua Fighter - 10% Complete



### Virtua Fighter - 30% Complete



### VF - Finished



## Just In! Official Sega Saturn games announced!!!

Panzer Dragoon	Shooter
Clockwork Knight	Action
Poporocho	Adv.
Blue Seed	RPG
Greatest Nine	Sports
Gail Racer	Race
The Pinball	Sports
Shinobi X *	Action

SimCity 2000	Sim.
Dream Mansion 2*	Adv.
Daedorus*	Shooter
Chinese Detective*	Adv.
Daytona USA	Race
Victory Goal*	Sports
Pebble Beach Golf	Sports
Rambo	Adv.

## Sega 32X titles now in development!\*

Star Wars Arcade	Shooter
The Ultimate Fighting Fight	Sim
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Virtua Racing Deluxe	Race
Bullet Fighters	Shooter
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# SPECIAL FEATURE!

# SNEAK PREVIEW

The wait is finally over! The most riveting action shooter is making its way to the Genesis and you won't be disappointed!

New to the game is the awesome setting in the future and super-destructive weapons that'll blow you away! Not new are the big, bad, ugly Bosses that you get to blast at the end of each stage! There are literally tons of them, even in the middle of the levels!

What about effects? There are loads of them, including rotation galore with the backgrounds and enemies! The music rocks and the action will keep you blasting until your fingers fall off!

# CONTRA

# HARD CORPS

## WEAPON SELECT



Each of the four soldiers has the ability to use four powerful weapons which they can carry all at once. Select the weapon by pressing button A.

## WEAPONS OF DESTRUCTION!

Check out the incredible arsenal that the ruthless Contra soldiers can use!



### RAY

#### RAPID LASER

#### MINI BOMBER

#### SPREAD

#### HOMING MISSILE



Look out for Ray! He has an incredible arsenal of weapons at his disposal.



### SHEENA

#### BLUE BALLS

#### GRENADE LAUNCHER

#### STRAIGHT LASER

#### HOMING LASER



When powered up, she is very tough on anyone who opposes her.



### FANG

#### ION DISPERSE

#### FLAME PUNCHER

#### FLAME THROWER

#### ION PUNCHER



Fang is a soldier who has the ability to use very powerful weapons.



### BROWNY

#### FORWARD PULSE

#### BOOMER BOMBS

#### LASER CHAIN

#### SHIELD SPINNER



The shortest of all, his size makes it easy to dodge enemy fire.



**Quit** *crying*  
about getting **hacked,**

or how your  
shoes **hurt,**

or how you  
**can't shoot**  
**outdoors.**

Just **shut up**  
and **jam.**



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**Get In The  
Game.™**



As the first stage begins, you'll find yourself driving a military van that smashes everything in its way!

Jump on the handy-dandy platforms so you can fire at those helpless enemies below!



## STAGE ONE THE CITY



The mechanical Boss requires you to lay low and fire. Homing missiles help a lot.

You can avoid the flame thrower of the Mid-Boss by sliding below when it attacks you.



Position yourself about two steps away from any side. Aim up at an angle to hit the Mid-Boss' eye!



The space ship in the background releases flying mechanoids to spray you with lasers!

The homing missile is the best weapon for this stage when it's necessary to avoid the fire.



## STAGE TWO SPEED BIKES



The road doesn't end here. Keep moving sideways to avoid the Boss' fire.

A spider-like creature will chase you in the tunnel as it clings to the ceiling and pounds you!



Another ship will meet you outside the tunnel and drop laser bombs from its center!



Bikers scale the mountain side and pop up from below! Prepare to move to the side.

## STAGE THREE THE JUNKYARD



This Boss, made up of tiles, will shape itself into many forms like this tank.

Don't get too caught up in the action. Remember that you can get shot from any side!



The Mid-Boss junk monster whips its tail or waves its arms toward you. Prepare to jump!

Junk monsters leap at you using the trash as armor, but it won't help them much. Those dirty dogs!



Look out for the mutant monkeys lurking about in the jungle! They are very quick and agile.

## STAGE FOUR THE JUNGLE



Fire at the core of the Boss relentlessly and don't give it a chance to attack!

A Mid-Boss will pop from behind the waterfall and tug on the bridge to make you fall!



This multi-talented Mid-Boss flies around swinging its arms wildly and firing weapons.

Keep the homing missile or any powerful weapon on hand and take on the giant dragonflies!



**PAINT THE TOWN RED!!**

SPIDER-MAN® VENOM™

**MAXIMUM CARNAGE™**

COMING THIS SUMMER

SUPER NES® GENESIS™

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# EGM & SUPER

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Eastridge  
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August 26-28  
Valico Fashion Center  
Cupertino, CA

August 12-14  
Del Amo Fashion  
Los Angeles, CA

August 18-21  
Glendale Galleria  
Los Angeles, CA



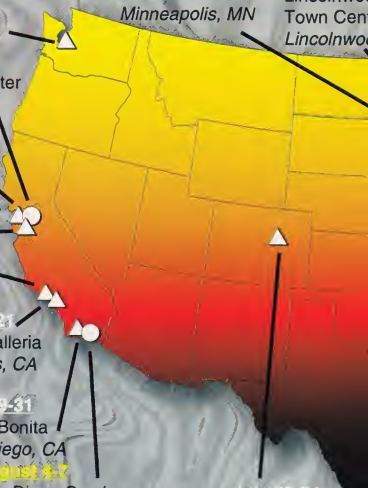
July 29-31  
Plaza Bonita  
San Diego, CA

August 4-7  
San Diego Comicon  
San Diego Convention Center  
San Diego, CA

July 22-24  
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**June 17-19**  
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Holiday Inn Center City  
Charlotte, NC

**July 8-10**  
Northlake  
Atlanta, GA

**July 28-31**  
Dragon Con  
Atlanta Hilton and Towers  
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## NO WIMPS ALLOWED!

Yep, you heard it right! Super Street

Fighter is here for the Super Nintendo, and it's busting down the walls of 16-Bit technology! Critics said it couldn't be done, but here's the proof. Not only has every new move been included, but all four new challengers are completely intact. Not only that, but Super Street Fighter includes several tournament options to satisfy your need for a challenge: Let's take a look at the hottest fighter to hit the Super NES in '94—soon to be available on the Genesis as well!

The first big change you will notice is the full intro shots translated directly from the arcade. Also, each character profile has been redrawn to match the arcade. In fact, not one detail has been left out, at least not any that would take a magnifying glass to find: Graphically, Super Street Fighter is a triumph in programming! Even the multiple

dizzy types are intact. Look for new animations and attacks in each character, like Gille's new Winning Stance or Chun Li's amazing Fire Bubble!

The sound improvements incorporate new, clearer voices and beefed-up background music on each level. Ken and Ryu now have distinct voices, and the announcer is completely redone.

Options are just about the best feature!

Super Street Fighter will keep you and your friends entertained

for hours with the numerous settings available. The normal Arcade and VS Modes are back, along with three new options for increased challenge. Four speed settings are also available in every mode. One nearly unnoticeable option (which I love) is the ability to let the computer play for you! The computer can even fight itself while you take a break. More to come!



Does the opening look familiar? It should, since it's directly from the arcade!



Travel the globe to face 12 challengers with styles as diverse as their cultures.





# THREE NEW TOURNAMENTS FOR UP TO EIGHT PLAYERS!

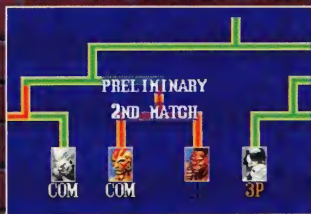


## TOURNAMENT BATTLE

Tournament Battle features eight fighters, human or computer, who face off in a double-elimination tournament until one is crowned champion. This is the perfect mode for gamers who want to hold a tournament in their neighborhood to see who's the best! The scores and rankings are automatically recorded so you can watch your climb to glory right on screen. Difficulty handicaps are also available so even your little brother or sister can play!



Up to eight players can select their favorite World Warrior in the Tournament Battle.



The double-elimination tournament is judged and recorded automatically.

## GROUP BATTLE

Group Battle pits you against your friends in a battle royale with two teams of World Warriors. Manually or automatically pick up to eight fighters per team, then face off in either Match or Elimination Modes. The Match Mode pits corresponding fighters (1st, 2nd, etc.) against each other until each pair has fought one round. Conversely, Elimination Mode lets one player keep a fighter until he or she loses the round.



Select your team of one to eight World Warriors manually or automatically here.



Play in either Match or Elimination Modes to decide who's the best all-around fighter.

## TIME CHALLENGE

The Time Challenge is a strictly One-player Mode where you must take on the computer in one round of intense fighting. Race to beat Capcom staff's best times if you like, or try to set your own personal records. This is the best place to practice strategy and combos. The computer won't just sit around and let you clobber it, either! It will take a great deal of skill and patience to come close to Capcom's scores, but don't give up!



The race is on to beat Capcom's best round times in the Time Challenge!



Try to beat your own personal times and improve your skills against the computer.





## RYU

Ryu is faster and stronger than before with his Red Fireball and arcing Hurricane Kick attacks!



## KEN

Ken adds a three-hit Flaming Dragon Punch to his arsenal! His combos can knock foes flat.



## BALROG

New punches and a Shoulder Thrust give Balrog a well-needed boost in effectiveness.



## E. HONDA

E. Honda's Sumo Drop only hits once, but it's enough to knock down the toughest opponent.



## CHUN LI

Chun Li has improved her power kicks, but her Fire Bubble now disintegrates from a distance.



## VEGA

Vega has new kicks and reach, as well as a new spear-like attack for unexpected maneuvers.



## BLANKA

Thanks to more training, Blanka can now arc his Roll Attack over fireballs if his timing is just right.



## ZANGIEF

Zangief perfected the new German Suplex and added air throws, but lost his fast Lariat.



## SAGAT

Sagat increased the speed of his Fireball and Tiger Uppercut, and the range of his Tiger Knee.



## GUILE

Guile's Flash Kick is back to its former one-hit power, and he gains a new kick in the process.



## DHALSIM

Dhalsim is perfecting his Yoga Teleport, and can stun opponents unerringly with his slow Fireball.



## M. BISON

M. Bison can bring sweet oblivion from above with his new and terribly effective Devil Reverse.



**SPECIAL  
FEATURE!**

## CAMMY

This English lass has more power than her tiny body reveals. A few speedy kicks, air throws, combined with the might of the Canon Spike, will topple even the mightiest foe.



## FEI LONG

Fei Long's claim to fame is his speed and agility. He can leap over fireballs with ease, and his Rekka Ken five-hit combo will have opponents seeing stars!



## DEE JAY

The Jamaican-born wonder loves music and his style is based on rhythm. Combined with kick boxing, his kicks are among the strongest in the Street Fighter circuit.



## T. HAWK

T. Hawk is searching for the destructor of his tribe, bringing with him a strong spirit to go with strong muscle. His Storm Hammer is as powerful as the Spinning Piledriver.



# SPECIAL FEATURE!



## BEHIND THE SCENES AT NINTENDO...

For the first time ever, Electronic Gaming Monthly was given a special behind-the-scenes look at the offices of Nintendo in Redmond, WA. It is here that the Nintendo counselors help players with various questions, ranging from game tips to hooking up the systems.

Our head ed. visited their immense counseling area which was divided up into a consumer service department and the actual game counselors. An astonishing 160,000 calls go to the Nintendo counselors each week, on anything from hints for Zelda to codes for NBA Jam. Over the few years that the lines have been open, a grand total of 36,895,179 calls have been logged. All have been made by players who needed a little help.

How does one become a counselor? Well, most of them are around the age 23, but many start as young as 18. They often start right out of high school. Some answer ads in the local papers and others are from temporary services. The "temps" are generally hired during the winter and summer rushes, when kids are most likely to call. During their first four weeks, trainees are given classes on how to deal with the players. The training is rigorous at first, but soon it gives way to playing the games and answering the phones. They are supervised at first (and their calls screened), then left to their own devices.

How does one know everything there is to know about all the games? Most of the game counselors are hard-core gamers to begin with, and the only way to gain the knowledge is, of course, to play the games. Near the counseling area is a huge set of drawers where every game for the NES, Super NES, and Game Boy are kept. All counselors have to do is fill in their name and ID badge number, and they can play whatever they want.

Another item the counselors have is called ELMO. A real lifesaver at times,



## NINTENDO OF AMERICA HEADQUARTERS

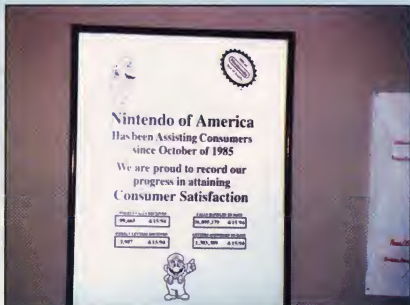
ELMO is a computer with the answers to the most frequently asked questions.

"Most of us get a feel for the games ..." was the response one counselor gave when asked how he memorizes all the games he plays. Of course each game has his/her own specialty. Some are RPG nuts, and others just love action. When in doubt, you ask one of them for help. At Nintendo the more responsibility you accept, the higher up the chain of command you go. With enough diligence, the counselors can achieve the position of Super Agent.

With all the game playing going on, do they still play games in their pastime? Surprisingly the answer is that they play *more* games. In fact

there is an area set up where the counselors can have inter-departmental contests. There's nothing as relaxing as playing a game of NBA Jam with a bunch of your co-workers. (I can attest to this...)

Alongside game counseling, the





consumer service people are also hard at work. These folks deal with all the questions involving hooking up the systems, giving out news on the latest games, and signing people up for subscriptions to their magazine, *Nintendo Power*. When they are hired, they are given classes in computers and schematics. Two lines are open specifically for people who only speak in Spanish or French.

Another section is devoted to correspondents, that is the people who write letters asking for help, rather than going through the phone lines. In all, Nintendo gets 4,000 letters a week on one game (Mario All-Stars) alone! The job of the correspondents, then, is to write replies that help the players get further, and enjoy the game again.

Other interesting points on the tour included the Wall of Fame, where every picture that has ever been sent in to the company is hanging. If you send them a photo, that's where it goes. Nintendo also



## THE COUNSELING AREA & THE WALL OF FAME



proudly displays all the awards given to it by various magazines, including of course, *Electronic Gaming Monthly*.

Nintendo has possibly the largest group of game counselors anywhere, and we thank them for this peek behind the scenes.

(Above) You can see the hundreds of photos on the Wall of Fame. (Upper Left) This is where the game counselors play and learn the latest games. (Left) Sally Reavis displays all the awards Nintendo has amassed over the years. (Below) George Harrison, Nintendo's Marketing and Corporate Comm. Director.



## THE TYPICAL COUNSELOR...

These hard-working game counselors must memorize NES, Super NES, and Game Boy games and answer hundreds of calls!



## THE NINTENDO COIN-OP AREA

Every Nintendo arcade game known to man is here. It's a nice place to relax after a hard day of counseling players.

## SPECIAL FEATURE!

Koei, a long-time veteran game company, has been around long enough to earn a highly respectable place among the best in video game entertainment. Their all-time classic NES game, Nobunaga's Ambition, exploded onto the 8-Bit scene about seven years ago and the company has been picking up momentum ever since. Koei seems to specialize in historical role-playing and strategic battle simulations as well as their puzzle games—something few companies are able to do. Some of their more current titles available for the Super NES include: Aerobiz, Inindo: The Way of the Ninja, Genghis Khan 2, and Romance of the Three Kingdoms parts 2 and 3. Now Koei adds three more new titles to its list. Among them are Uncharted Waters New Horizons, Nobunaga's Ambition Lord of Darkness, and—my personal favorite title—Stop that Roach. Koei has an excellent reputation as a game manufacturer and the reasons why are all listed above. It's a rarity if you find a person who can beat a Koei game in a day. One thing's for sure, the future of this company looks bright. And as long as they keep pumping out good, quality titles, who knows what the future might bring?!

# KOEI

# Uncharted Waters New Horizons



If you've ever dreamed of sailing the ocean blue, then welcome to Uncharted Waters New Horizons. This a Koei role-playing game with a twist. You can choose up to six different adventurers, each with their own reason to explore. Each adventure is also very well thought out, with some stories interacting with others. Along the way trade, explore, and even do battle with foreign countries. To keep yourself alive and your ship afloatin' you've got to earn money, which makes NH more realistic. New Horizons has a great blend of adventure and strategy, making it a title to look out for in the future.



Be sure to talk to everyone you meet.



Trading is important. Learn which countries need what product the most.

Cheese	98	Fish	240
Olive	98	Flaxins	48
Cotton	98	Velvet	98
Wool	98	Dye	108
Cluck	98	New Salt	48
Apples	108		

That price is acceptable.



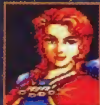
Visit the local cafe in each country to catch the latest gossip.

## Choose From Any Six Adventurers



Joao

Being the son of Duke Leon Franco, Joao sails for the pride of Portugal. Among his travels, Joao hopes to find the lost city of Atlantis.



Cattalina

Cattalina is out for revenge. After quitting the Spanish military, she became a pirate to avenge the mysterious disappearance of her brother.



Otto

Otto is on a secret mission from the British Empire. Sailing as a privateer under king Henry VIII, he hopes to defeat the Spanish Armada.



Ali

After suffering some pretty hard times in Istanbul, Ali hopes to turn things around by trading goods in foreign lands thanks to his merchant ship.



Ernst

Being a famous Dutch geographer, Ernst was given orders by the cartographer, Mercator, to sail and record a detailed map of the world.



Pietro

Poor Pietro was brought up in a bankrupt family. Having nothing but debts to his name, Pietro hopes to someday find exotic treasures in his travels.

# LOVE 'EM OR CLUB 'EM!

FROM THE MAKERS  
OF THE ORIGINAL  
JOE & MAC!

## JOE & MAC 2 LOST IN THE TROPICS

*Chicks Dig 'Em!*

Data East product information and support is available 24 hours per day on the CompuServe Information Service in the VIDEO GAME PUBLISHERS FORUM (type GO DATA-EAST).

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1-900-454-5HELP  
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Official  
Entertainment  
Star of Quality

**SUPER NINTENDO  
ENTERTAINMENT SYSTEM**

# Nobunaga's Ambition

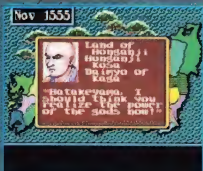
## Lord of Darkness

When Nobunaga's Ambition was released on the original 8-Bit system several years back, it brought to most a type of gaming experience that they had never known before. In effect, the same holds true today with the latest generation of Super NES players. With the American 16-Bit market not exactly flooded with Japanese strategic military simulations or any type of military sims, it helps create a unique type of gaming that should be tried.

Nobunaga's Ambition Lord of Darkness follows and succeeds its predecessor. This is still your basic rule-the-world while defending-your-country type sim, but it also has a cool updated package as well as some new tricks. Japanese military gamers rejoice! Koei hasn't forgotten you.

有滅度之夢天下人  
 Men struggle their whole life,  
 but in the end it all comes to  
 naught... Like yesterday's  
 dream, it just fades away...  
 Once born into this world,  
 is there nothing that lasts?

The 16th century Japanese philosophy holds true today.



The ruler of Yamato has had an apparent change of heart and becomes a daimyo.

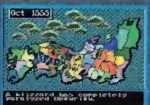


After all of these adventures Hatakeyama now realizes the awesome power of the gods.



Tragedy strikes the land as a riot breaks out in Gchigo. Oh, the horror!

Death is triumphant as once again it takes the life of an old Echizen Ruler, Asakura Soteki.



# Stop That Roach



There's nothing like the smell of burnt cockroach in the morning. Smells like victory!



Learn how to use the broom effectively if you want to get past Stage 5.



In Stage 13, trick the roaches into checking into the Roach Motel™.



Koei's newest entry into the Game Boy arena is a surprisingly fun and addictive game to play. In Stop that Roach, choose one of two characters to combat the evil roach armada. Armed only with your intelligence and a few tricks of your own, set forth on your bug-smashing journey. Along the way through the many levels, you can use items such as brooms to swat 'em, motels to trap 'em, or even candles to torch 'em! Stop that Roach offers a wide variety of fun, without the obnoxious smell of bug spray!

Go ahead and try to stop them roaches!



Stage 1



Stage 2



Stage 3



Stage 4



Stage 5



Stage 6



New From **ESPN**

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If you just wanna play video games, go twiddle your thumbs. But if you want to be a *real player*, with *real skills*, ESPN delivers the *real thing*.

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magic. You learn at your own pace. Only ESPN and IntelliPlay give you a personal multimedia coach who's always ready to help you build

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Total Sports Instruction





# Pocky & Rocky

# 2



## FACT FILE

### POCKY AND ROCKY 2

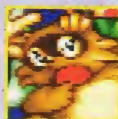
<b>MANUFACTURER</b>	<b># OF PLAYERS</b>
<b>NATSUME</b>	<b>1 OR 2</b>
<b>DIFFICULTY</b>	<b>AVAILABLE</b>
<b>MODERATE</b>	<b>AUGUST</b>
<b>CARTRIDGE SIZE</b>	<b>NUMBER OF LEVELS</b>
<b>12 MEG</b>	<b>9</b>
<b>THEME</b>	<b>% COMPLETE</b>
<b>ACTION</b>	<b>100%</b>

**I**t is the harvest festival and Princess Luna is visiting from the moon for the festivities. The entire village including Pocky and her friends are there. Suddenly a couple of shady looking characters show up and kidnap Princess Luna. The town begs for Pocky and Rocky to rescue the princess. They agree and then gather a couple more friends for the long journey ahead of them.

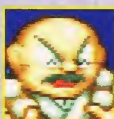
Pocky is out trying to save the world once again and this time she has seven (that's right seven) partners to choose from. They all have different attack styles and special moves. Plus, you don't start

the game off with all seven—no, you only start out with three. You must find the other four partners somewhere throughout the game. Unlike EGM, they aren't right in your face. You have to look for their houses and find them before they can join you. This game definitely improves ten-fold on an already great game. There are tons of different attacks and special moves to use in this game. There is also a password feature so you can quit when you get tired.

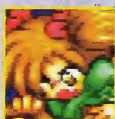
## SEVEN DIFFERENT PARTNERS TO USE!



**ROCKY**



**BOMBER BOB**



**LITTLE NINJA**



**TENGY**



**SCARECROW**

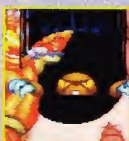
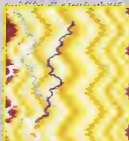


**DIGGER**



**OTTOBOT**

## SEVEN AWESOME THROW ATTACKS!



## SEVEN SPECTACULAR PARTNER MOVES!



Rocky will find any and all special items on the screen with his special move.



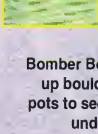
Little Ninja swings her sword at the enemies for some big damage.



Scarecrow turns into a pogo stick which you can ride to reach new places.



OttoBot turns into a flying machine. Now you are unstoppable!



Bomber Bob picks up boulders and pots to see what's under them.



Tengy can fly about, giving you more agility to maneuver around obstacles.



Digger can tunnel underground and find objects that might be hidden there.





This is Canimal. Knock his shield off so you can do damage. Throw your partner for the absolute best results.

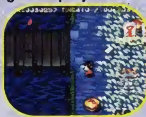
## LEVEL 2 EXOTIC COUNTRY ROAD



This is the first real level of the game and it is fairly easy. When you come to the split in the road, go left so you can find Tengy and have him along as a partner.



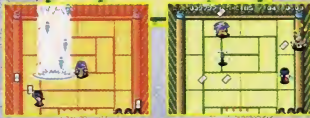
This level will definitely test your skills as it is very tough. Watch out for the little baddies in masks because they throw guided projectiles at you.



## LEVEL 3 OCTOBER FIELDS



Meet Foxy. And foxy she ain't! This is one tough Boss and will not go down without an extremely long and tough battle.

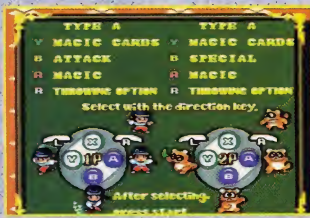
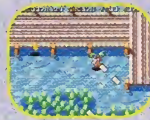


Meet Impy. He may be smaller than most Bosses, but he packs just as hard of a punch. Again, throw your partner at him.

## LEVEL 4 BRIDGE OVER KAPPA RIVER



Level 4 is not too hard, but it isn't a cake walk either. Get Tengy as a partner because he can fly over the water, allowing you to get the baskets.



There are four different types of controller settings for you to choose from. The game tells you how to choose and even shows you what each button does.



Level 1 of this game is a training level where the computer takes you through the game play step by step until you have learned it completely.

**THE GOOD**

This game improves on an already awesome game. Expect many sleepless nights playing this one!

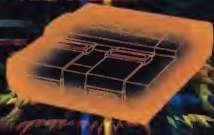
**THE BAD**

There is not enough time to use all of the new partners throughout the game.

**THE UGLY**

The sight of poor Pocky after she gets her butt kicked by the baddies and is laying in a puddle of tears.

**SUPER NES**



# AN AMERICAN TAIL FIEVEL GOES WEST™

## Level 1      Level 2



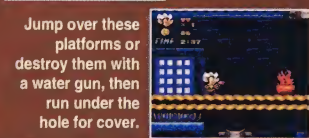
This dog comes out after every level to congratulate you and give out your bonus points. See how many bonuses you can pull out of the levels.



If you sink too far into these barrels, you'll lose a heart. If you fall in, make sure you jump before you lose that heart.



Use the water gun to extinguish these platforms so you can jump on them and move onward.



Jump over these platforms or destroy them with a water gun, then run under the hole for cover.



If you collect enough extra shots, you can have up to three shots on the screen at once.

These nasty fishes can jump out of the water and jack you. Kill them once they're on land.



In some parts of the level, you float along in a tin can. Watch out for the bats and annoying fish.



If you fall out of the can, don't worry because you can swim. It is tough going, though.



This Boss is very easy. He jumps around and shakes the room—which causes rocks to fall and hit you. Dodge him and the rocks and then konk him on the head with your gun.



Here is Cat R. Waul guiding a puppet to destroy you. Don't laugh because this is one mean puppet. Dodge the stuff he throws at you and then stick him with your gun.



At the beginning of every level, you zoom in on a picture of the theme for that level.

## Level 3 Map



This is the beginning of Level 3. Go through and get the Items but beware of the platforms between the train cars because they fall.

### THE GOOD

The graphics are good and control of the game is excellent.

### THE BAD

This game is very easy and won't challenge most gamers, but it should challenge the young-uns.

### THE UGLY

The Spider Boss of Level Three is pretty creepy especially if you suffer from arachnophobia.

## Level 4



You can stand on the cacti for a short amount of time. These birds have a swooping pattern and are very quick. Below, the dog tells you about the worm.



### FACT FILE FIEVEL GOES WEST

#### MANUFACTURER

HUDSON SOFT

#### # OF PLAYERS

1

#### DIFFICULTY

EASY

#### AVAILABLE

AUGUST

#### CARTRIDGE SIZE

8 MEG

#### NUMBER OF LEVELS

5

#### THEME

ACTION

#### % COMPLETE

97%

## Find These Power-ups



1. Small Heart
2. Large Heart
3. Coin
4. Star
5. Water Gun
6. Extra Shot
7. Extra Shot
8. 1-Up

The small heart will give one of your hearts back. The large heart will add one extra heart to your total and fill you up. Each coin is worth five coins total and when you get 100 coins, you get an extra life. The star makes you invincible for a couple of seconds. The Water Gun allows you to extinguish fires that are on some platforms. The Bottle lets you shoot an extra blast on the screen. Get another and you can shoot three. The Cork is an extra shot on the screen for your regular gun. The 1-Up is an extra guy, of course.



Can you find this hidden sub-level?



This is the Boss. He dives at you and destroys pieces of the bridge. Kill him before he wrecks the bridge.

Hey there pardner, when in the desert, you'd best watch fer dem nasty worms. 'Cause if you shoot 'em, they'll split into five more nasty little critters. Just dodge 'em.



Duh, yeah, what he said. Also, watch out for the cacti. If ya stand on them too long, you'll not be sittin' down for about three weeks. The snakes got a nasty bite too!



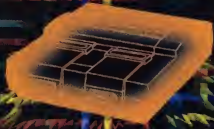
The Mousekewitz family has been lured out West by that tricky feline Cat R. Waul. Only Fievel knows the dastardly secret that awaits his kin. Armed with his trusty water pistol, the little mouse on the prairie leaps into action from the big city to the Wild West. It's up to Fievel to save his family from becoming mouse-burgers for Cat R. Waul and his desperado henchmen. This game is very cool because it is aimed at the younger generation. You shoot everyone with a cork

gun and/or a water gun. This makes for an almost nonviolent game. There are lots of hidden items and a couple of hidden sub-levels for you to find. This game is challenging for the younger gamers and should provide hours of fun.

Who could resist the chance of playing as that cute little mouse that so many children of all ages have come to love? The Wild West comes alive in this action-packed game. Fievel Mousekewitz is truly "The Best in the West."



# SUPER NES



## SUPER GEON

A spiny radioactive reptile with fangs!



SPINE TOSS

DEATH BITE



THE HORN

FLAME BREATH



STOMP



## NEW VERSUS MODE!

Unlike the Neo-Geo version, this game has its own Versus Mode! You can choose from one of the three main characters and go head-to-head in a "Best of five" matchup within a unique city fighting area! Nice touch!



## ATOMIC GUY

The dynastic superhero from space!



SUPLEX

SHOCKER



WAVE ZAP

1 SLUGGER



LIGHTNING



FLY SLAM

## CYBER WOO

He's a Mecha-ape armed to the teeth!

MISSILES



HAND OUT

GUNNER



TORSO FLY



Three years ago the giant monsters of Earth fought against each other to see who would be King of the Monsters. Only three of them were lucky enough to survive.

Now the Earth is in peril of the invading force of the Farnardy. Once again the monsters must wage war, only this time they're on the same side!

Originally released on the Neo-Geo, this title has been beautifully ported over with very little lost in the process! There is also

# KING OF THE MONSTERS 2

a new addition of a unique Two-Player Versus level that has plenty of buildings to smash for power-ups or to throw at your opponents, and the size is large enough for a destruction fest! The one-player version still remains, allowing you to choose one of the three remaining monsters to go up against giant space creatures, all with their own weapons and tactics! After defeating these goons, go to the final round, where the leader of the invasion force of Farnardy lies waiting! Another great conversion by Takara!



## FACT FILE

### KING OF THE MONSTERS 2

MANUFACTURER	# OF PLAYERS
TAKARA	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	JUNE
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
ACTION	100%

### THE GOOD

The quality of the conversion from Neo-Geo to Super NES! WOW! It's almost like the arcade version!

### THE BAD

The worst thing about this game is the grappling. You must toggle on the pad. After a while, *it hurts!*

### THE UGLY

When the Boss was defeated, it would run around the screen before it decided to die.

## EGM X-TRA DARE TO COMPARE

### A LOOK AT OTHER FORMATS...



There are only a few noticeable changes between the Super NES (above) and the Neo (below) versions. The Super NES has fewer animations, but has a new Versus stage for two-player battles! Very close indeed!



Here, all kinds of bug-eyed creepazoids will drift out of nowhere to attack you.

## AMERICAN CITY

Be sure to use the buildings as weapons against them.



Look out! The humans are also trying to destroy you!

## HUGE FROGGER



This guy teleports and fights with elbow horns and laser blasts.



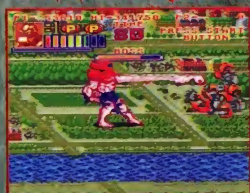
This time there are not as many tall buildings to throw around as before.

## FRENCH CITY



Drop ships will send out armored infantry, tanks, and electric shots that stun!

## EIFFELEYTE



This mutant mess can stretch his limbs to attack you at long range!



Small villages and rivers line the bottom of the canyon. Look for items in the walls.

## GRAND CANYON



After traversing the bottom, the ground will raise up and you'll be attacked by plants.

## CLAWHEAD

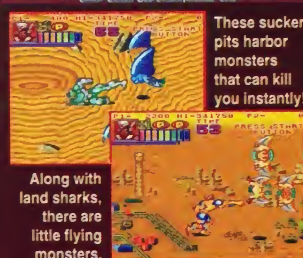


Clawhead is a monster that loves to throw you and do jump attacks.



Land sharks rule the desert, just drifting along silently in formation to hit you.

## DESERT



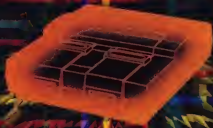
Along with land sharks, there are little flying monsters.

These sucker pits harbor monsters that can kill you instantly!

## BEEBLE MASTER



This space brain burrows underground and stings you!



**A.S.P.**  
AIR STRIKE PATROL

## FACT FILE AIR STRIKE PATROL

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	SEPTEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	8
THEME	% COMPLETE
SIMULATION	100%

## MISSION 1

Take out the radar sites in areas one and three so the enemy will not be able to locate the U.N. forces.



In August of 199x Zarak, the leader of a Middle Eastern country sent troops over the Sweit border and attacked the little country. Despite all attempts by the Sweits they were soon overrun by the larger country's superior army. The

U.N. stepped in and demanded that Zarak pull out. Zarak refused and built up his troops in the occupied area. The U.N. sent in troops and the war began. You are in charge of the air squadron and are solely responsible for ending the war as quickly as possible.

# A.S.P. AIR STRIKE PATROL



The better you do the higher these stats go and the more planes you can use.



If you press the Start Button during the mission you will get a map of the area.

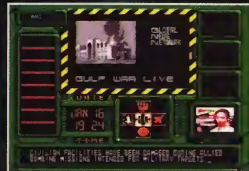
## COMMANDER

You play the part of both commander and pilot. Try not to make bad decisions.



Choose the plane that you think will best suit the mission objectives.

Be careful not to hit any civilian buildings or your country loses support.



Try to take out the forces on the ground first, then carefully drop bombs on all of the structures in the radar area. If one of the tanks or planes gets a missile lock on you, drop a flair in order to throw the missile off course. Be very careful not to hit your own troops or you will lose accuracy points.



In this first mission, the enemies will not attack that hard but you still must be careful. Your time limit is very important—you have 60 hours to complete this mission by destroying 80 percent of the enemy radar. If you take too long you will lose—consequently ending the game.



## THE GOOD

This game is very complex and involving. The way the planes control is very realistic.

## THE BAD

The enemies sometimes have an unfair advantage because they have so much more firepower than you.

## THE UGLY

When you take too long on a mission your commander just drops you like a bad habit!



## MISSION 2

Zarak is now preparing to launch Scud missiles at surrounding countries and at allied forces. Your mission is to locate and destroy the Scud missiles in areas four and five.

### MISSION NO. 2

### AREA 4



When you locate a missile site you must act quickly before they can launch.

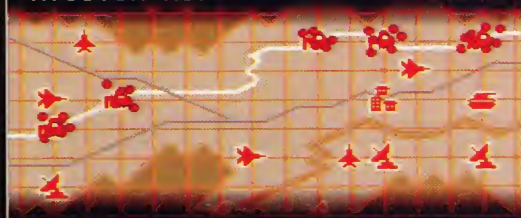
Along the way you should destroy all enemies that get in your way.



All enemy bases and structures are considered fair game.

### MISSION NO. 3

### AREA 1



## MISSION 3

In areas four and one, the enemies have pipelines that they use to fuel up their troops. Your mission is to destroy the lines and the troops that surround the oil depots.



It is best to use a plane which contains air to ground weapons along with the bombs—then you will be able to save missiles. Practice your aim so you can finish faster.

Although using a plane with all air to ground weapons is good for this mission, you don't have protection from the more agile enemy Migs. That is where flying skill counts.



When you get to the oil depot, your best bet is to first take out the ground troops and then bomb the depot. Remember: the more careful you are, the fewer bombs you will have to use and the better your overall score will be.

## AERO FIGHTER PILOTS

Choose from any of the eight fighter pilots in the one-player game or four countries in the two-player simultaneous game.



### BLASTER KEATON

**F-18** ★★=

ARTILLERY  
SNAKE NAPALM  
SPECIAL WEAPON  
F.A.E.



### UNITED STATES

### KEITH BISHOP

★★= **F-14**

ARTILLERY  
PHOENIX MISSILE  
SPECIAL WEAPON  
TOMAHAWK



### NIEN

**FSX**

ARTILLERY  
NINJA MISSILE  
SPECIAL WEAPON  
NINJA BEAM



### JAPAN

### MAO MAO

**F-15**

ARTILLERY  
GULL LASER  
SPECIAL WEAPON  
E WAVE



### KOHFUL THE VIKING

**AJ-37**

ARTILLERY  
METAL STORM  
SPECIAL WEAPON  
THOR HAMMER



### SWEDEN

### TEE-BEE 10

★★= **JAS-39**

ARTILLERY  
FLOAT MINE  
SPECIAL WEAPON  
GRAND NAPALM



### VILLAIN SID PRIDE

**AV-8**

ARTILLERY  
CROSS MISSILE  
SPECIAL WEAPON  
SUPPORTING BOMBER



### UNITED KINGDOM

### LORD RIVER N. WHITE

★★= **IDS**

ARTILLERY  
NAPALM DISPENSER  
SPECIAL WEAPON  
RING BOMB



**T**he arcade classic comes home! The mammoth plane shrouds the morning sun—its shadowy outline masks its details and features, as it should: the jet is heavily armed with the latest weaponry. Suddenly, its jets roar and it takes to the sky! McO'River packs tons of action into seven killer levels! You also have four teams to pick from (and one hidden one). Play as pilots from Sweden ("I won't! No, I won't"), Japan ("Why do I have to go along?"), the United States, and England ("Where is she?"). Power-up your weapons to obscene levels and take on menacing Bosses with two-player simultaneous action! There is even a secret code that allows you to play as a pair of powerful bunnies that blow the competition completely away! All this including hidden bonus stages! Go for it!

### TWO-PLAYER SIMULTANEOUS



### FACT FILE

#### AERO FIGHTERS

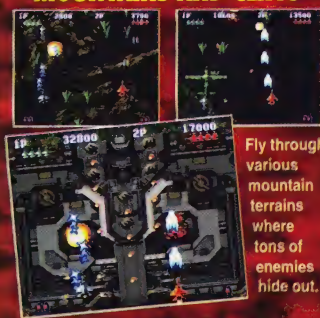
MANUFACTURER	MC O'RIVER	# OF PLAYERS	1 OR 2
DIFFICULTY	EASY	AVAILABLE	SEPTEMBER
CARTRIDGE SIZE	10 MEG	NUMBER OF LEVELS	7+
THEME	SHOOTER	% COMPLETE	100%



McO'RIVER

# AERO FIGHTERS

## MOUNTAINS AND CLIFFS



Fly through various mountain terrains where tons of enemies hide out.

## THE GOOD

Very impressive graphics and sound effects that are a near-match to the arcade.

## THE BAD

The game is a bit too easy, even on the hard level which still seems like the difficulty never changed.

## THE UGLY

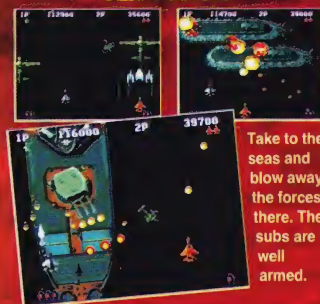
The trash talk between some of the characters is kinda ... um ... you know ... STUPID!

## THE FORTRESS



This fortress is heavily guarded with tanks, jets, and choppers.

## SEA FORCES



Take to the seas and blow away the forces there. The subs are well armed.

## SEVEN MISSIONS



There are a total of seven missions to complete. Except for the last mission, the rest will be assigned in random order.

## DESERT BASE



There are plenty of hidden enemies below the surface. Keep away.

## ROUGH WATERS



Be careful here, because once you die, it's tough to clear the level.

## DEEP SPACE



The last mission takes place in deep space where you must confront one of two Bosses that appear at random. Can you beat them?

## THE PALACE



You can really stock up on power. Watch out for the flying towers.

## POWER-UP YOUR WEAPONS



**POWER-UP**  
Power-up weapons up to four times.



**FULL POWER**  
Instantly powers your weapon to the max.



**SPECIAL**  
Lets your plane use its special weapon.



**1-UP**  
Gives players an extra plane to fight.



**BIG MONEY**  
Collect big money from enemies and landmarks you destroy. Notice how the money changes depending on the country you fight for.



## DISCOVER TONS OF SECRET STUFF, MAN



Get a code at the end of the game to play as these bunny-type beings.

They may look puny and wimpy, but they pack a powerful punch.



Play a timed game and see how fast you can defeat all the Bosses.

See if you can beat the Bosses in four minutes. It's tough!

04'17'23

# KOEI & EGM SALUTE "LIBERTY OR DEATH" WITH A REVOLUTIONARY CONTEST!

## HOW TO ENTER:

On either a postcard or entry blank readers will need to supply KOEI with answers to the following questions along with their name, address, and telephone number. Mail it to: KOEI/EGM Contest, 1350 Bayshore Highway #540, Burlingame, CA 94010

### QUESTIONS:

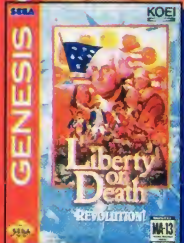
1. Who led the crossing of the Delaware?
2. Who's famous midnight ride warned the American colonists of the British invasion?
3. How many American colonies were there in 1776?

## CONTEST PRIZES!

- 1 GRAND PRIZE:
  - Weekend Getaway for two to Historic Philadelphia (Round-trip airfare and accommodations provided.)
- 5 FIRST PRIZES:
  - Liberty or Death for the Sega Genesis or Super Nintendo
- 10 SECOND PRIZES:
  - 1-Year Subscription to EGM

**ELECTRONIC  
GAMING  
MONTHLY**

**KOEI**



### LIBERTY OR DEATH CONTEST ENTRY FORM

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip Code \_\_\_\_\_

Phone \_\_\_\_\_

Answer to question 1 \_\_\_\_\_

Answer to question 2 \_\_\_\_\_

Answer to question 3 \_\_\_\_\_

Contest Rules: No Purchase Necessary. One entry per household. All entries must be hand-written. Entries must be received by August 1, 1994. All entries become the exclusive property of the Sponsors and will not be acknowledged or returned. Sponsor assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage due or misdirected entries. Prizes are not transferable. All incremental expenses including meals and transportation not included in the prize package are the responsibility of the winners. All state/federal taxes, if any, are the responsibility of the individual winner(s). Void where restricted or prohibited by law. Employees of Sendai Publishing Group, Inc. or Koel Corporation and their relatives are ineligible to enter. Koel Corporation and Sendai Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. Grand Prize Winner must notify Koel Corporation at least 30 days in advance of planned travel dates. If the Grand Prize winner is under 18 years of age, a parent or guardian must accompany the winner on the trip. Approximate value of prizes is \$2,000. Grand prize winner's travel must originate in the continental United States. Liberty or Death is a registered trademark of Koel Corporation. Sendai Publishing Group is a trademark of Sendai Publishing Group, Inc.

# KING OF THE MONSTERS 2



SEGA  
GENESIS  
MULTIMEDIA



**TAKARA**  
Video Game Division

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## DEMOLITIONS EXPERTS WANTED!

Super-rad summer job available from Takara. Must have experience at alien-repelling, 300 foot leaps and creating tidal waves.

- Great uniforms!
- Cool masks!
- Super powers!

Bosses are tough and have big teeth! Apply immediately for King of the Monsters 2 at your nearest video game store.

## INSTANT AVAILABILITY OF TAKARA GAME TIPS

Takara game support is now available in the Video game Publishers Forum on CompuServe. Type "TAKARA" to access this area 24 hours a day.

## FREE! KEY CHAIN WHILE SUPPLIES LAST.

Get a free King of the Monsters 2 key chain. Write your name and address on an envelope and put two .29¢ stamps on it. Put that envelope inside another and mail it to Takara, Dept. KOM2, 230 Fifth Ave., Suite 1201-6, NY, NY 10001.

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HEMG2

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**You have the POWER.** In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

**Video Game Contest.** Play on the high-tech cutting edge with this line-up: Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer, Panasonic 3DO and Atari Jaguar (not shown). Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, \$1,000 in games, cash, accessories and more!

**Media Rig Contest.** The Ultimate Gaming Environment, 40 inch monitor,

130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. This rig will blow you away (literally!!!) You'll not only see but feel it too!

## We're talkin' GAMING HEAVEN!

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

**In the future.** There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

## Mystery Word Grid

					S				M	Y
			E							S
E	N	T	R	Y	W					R
										Y
										W
										O
										R
										D
										D
										D
										D

### WORD LIST and LETTER CODE chart

ENTRY.....W CHASE.....G WINGS.....P STORM.....E  
 MAJOR.....H MICRO.....M DREAM.....R NINJA.....B  
 METER.....F QUEST.....O TURBO.....T RULER.....S  
 RANGE....A TOWER.....J FLINT.....U HEAVY.....Z

**MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!**

## Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$5.00) SPECIAL! Enter Both (SAVE \$1.00)

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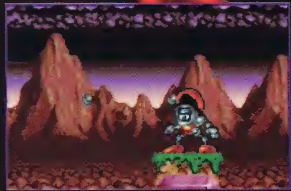


**SEND CASH, M.O., OR CHECK TO:  
 PANDEMONIUM, P.O. BOX 26247  
 MINNEAPOLIS, MN 55426-0247**

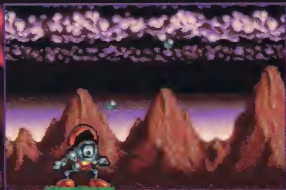
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CLIP AND MAIL

## Three Different Attack Angles



Tinhead has three different angles from which he can shoot in the game. He can shoot upward at a 45 degree angle, straight ahead, or downward. The downward shot is



awkward, though. Tinhead shoots the bullets up and they fall down. Your A button will select between the three different angles (unless you change that in the options).

## THE GOOD

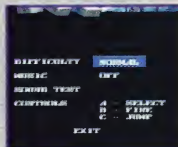
The graphics are really good and the game is all-around fun to play.

## THE BAD

Some of the unfair hits you take if you haven't memorized the level.

## THE UGLY

Grim Squidge is pretty ugly. Check out what he looks like on this page!



In this game you can change the difficulty, turn the music off, change your controller settings, and mess with a sound test.



1. This item holds the extra lives, energy recharges, and extra bullets.
2. There are lots of these all over the game. Pick them up for bonus points.
3. This an extra life. You will need all the lives you can get in this cute game.
4. This item completely fills your Life Meter up. This really helps in a jam.
5. You will find a lot of these. They refill your life by only one point.
6. These increase the number of bullets you can fire. They have 1, 2, or 3 bullets.



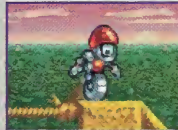
The Hopper will give you the power to jump a lot higher. Find new places with it. It is actually kind of cute.

The Jet Pack allows you to fly to new levels. It is pretty hard to keep tight control. Lots of fun to use.



## Totally Cool Power-Up Suits!

The Helicopter allows you to fly and hover. You have more control than the Jet Pack, but you can't shoot.



The Unicorn allows you to run ... er ... drive quickly. Totally cool but it is very hard to avoid hits.



## FACT FILE

## TINHEAD



MANUFACTURER	# OF PLAYERS
SPECTRUM HOLOBYTE	1
<b>DIFFICULTY</b>	<b>AVAILABLE</b>
MODERATE	AUGUST
<b>CARTRIDGE SIZE</b>	<b>NUMBER OF LEVELS</b>
8 MEG	24
<b>THEME</b>	<b>% COMPLETE</b>
ACTION	100%

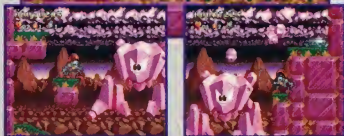


# World 1

These pipes are all over the game. Walk on them and they will take you to explored places.



If you find this icon (which is usually well hidden) you'll get to a bonus level where you can gather items for your arsenal.



This totally awesome Rock Boss is very easy to beat despite his size. He jumps around and all you have to do is lay on him with a barrage of bullets. That wasn't so bad now, was it?



You must find the star and teleporter in each level in order to move on to the next section.



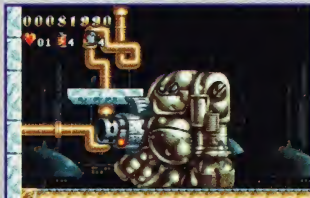
# World 2



This world is a little more challenging than the first one, but it is fairly easy once you get some momentum going.



There are elevators in this world. Watch the arrow and hit the button when it changes.



There are trampolines that give your jump a little extra needed zing for higher jumps.



This second Boss is pretty easy to defeat. Stand on a ledge and lob your bullets at him. Just watch when he jumps so he doesn't gank you with his bullets and kill you.

# World 3



This is the Boss of World Three. Destroy his arms first and he will reveal his face. Once you get him in your sights, dodge the bullets he fires and shoot him in the head.

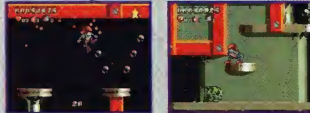
You must duck under these lasers to avoid getting hit. There are usually items under the lasers.



These pile drivers are all over this world. They move very quickly so you had better run fast.



Here are some of the bonus rounds in World Three. Also, the little green alien in the lower right corner looks familiar.



# GENESIS



Each character has special moves depending on acquired power points. One special move is shown for each of the monsters below.

\* Move must be performed in a clinch.

**NORMAL**

**1 POWER POINT**

**2 POWER POINTS**

# KING OF THE MONSTERS 2

**G**et ready for the most explosive action you will ever experience in King of the Monsters 2! Choose between nine of the most powerful creatures on the planet and get ready for the battle of your life. Each monster has its own unique moves, along with the ability to perform special trademark moves that will make your opponent wish they had stayed home for this fight. King of the

Monsters 2 is an excellent game for two players. And with eight levels of difficulty, it can also prove to be quite challenging when battling in the One-player Computer Mode. There are nine different battlefields to destroy ranging from Tokyo City to the Grand Canyon. Do you think you have what it takes to enter this battle to the death and become the King of the Monsters? Play it to find out!



**\*Rear Drop**



↓↑+P

**Snake Fire**



↓>+K

**SUPER GEON**

Super Geon's Tail Attack can prove to be quite deadly, along with his Geo Sword which can be launched from a distance.



**Earthquake**

↓↓↓↓+J

**Atomic Cutter**



→←+P

**Neo-Geo Ray**



←↵>+K



**Megadon Thunder**



↓↓↓↓+P

**ATOMIC GUY**

Atomic Guy is a very quick fighter. Be careful, his Megadon Thunder can be performed all the way across the screen.



**CYBER WOO**

Cyber Woo has more moves than anyone else. He almost always wins in a clinch with his Guided Missile.

**\* Guided Missile**



↑↗+P

**Rocket Punch**



→←+P

**Spinning Foot**



J↓↵←+K



**HUGE FROGGER**

Huge Frogger is the only monster with the ability to teleport! Beware of his strong Flip Kick, it packs a wallop!

**Laser Breath**



↓>+P

**Teleport**




↓↵←+K

**Flip Kick**



→↓+P



**AQUA SLUG**

Aqua Slug's moves are complex, but powerful. His Freeze Attack can be used to set up a combo of moves.

**\* Freeze Attack**



↓>+P

**Tornado Attack**

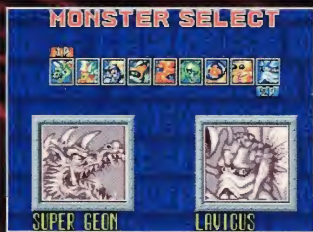


→←+P

**Ice Bullet**



←↵>+P



Now you can play as all nine characters in the One- or Two-player Mode.



At the Options Screen, choose between eight levels of difficulty, how many credits, time, and even a button config.



At the Map Screen you can choose which area you would like to demolish.

When fighting, watch for air-planes or tanks which will reveal power-ups. Don't worry, they can't harm you.



**FACT FILE**  
**KING OF THE MONSTERS 2**

<b>MANUFACTURER</b>	<b># OF PLAYERS</b>
<b>TAKARA</b>	<b>1-2</b>
<b>DIFFICULTY</b>	<b>AVAILABLE</b>
<b>MODERATE</b>	<b>JULY</b>
<b>CARTRIDGE SIZE</b>	<b>NUMBER OF LEVELS</b>
<b>16 MEB</b>	<b>8</b>
<b>THEME</b>	<b>% COMPLETE</b>
<b>FIGHTING</b>	<b>100%</b>



When searching for power points, you can destroy certain landmarks, and toss them at your opponents.

**CLAW HEAD**

Claw Head is one mean fighter, his normal Tongue Attack stops any-one dead in their tracks. Watch out for his tail!

**Slime Ball**  
↓↘→+K

**Wish Of Death** ↑↑→+P  
**Air Spin Slam** \* ↓↓↓↑+J

**THE GOOD**  
With over 50 moves for the different characters, this game will definitely take some time to figure out.

**THE BAD**  
When playing a one-player game, you have to collect your power points but the computer doesn't.

**THE UGLY**  
Not one of the monsters in this game is going to win any beauty contests, especially Aqua Slug.

**BEETLE MASTER**

Beetle Master isn't quick, but makes up for it with his moves. Beware of his Poison Spike Attack!

**Laser Beam**  
↓↘→+P

**Sand Storm** ←→→+P  
**100 Chops of Pain** ↑↑→+P

**EIFFELYTE**

Eiffelyte is a very versatile fighter and has the longest arms and legs of all the monsters. The Energy Drain is his strongest attack.

**Stone Ray** ←↙↓↘→+P  
**Electric Smash** K/2 SEC.  
**Energy Drain** ←↙↓↘→+K

**Monster Crunch** KKKKK  
**Body Smash** ↓↓↓↑+P  
**Reflection Shield** →↓↘+K  
**LAVICUS**

Lavicus has many aerial moves that should be taken seriously. He is also the only monster that has a powered-up defensive move, so stay clear.

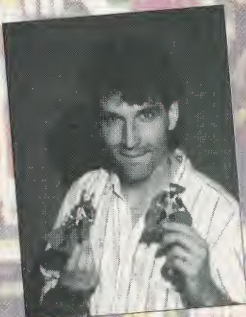
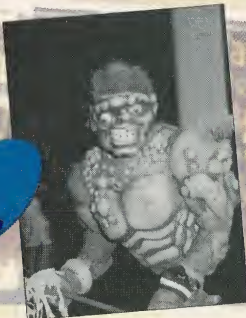
JOIN THE FUN

**JULY 15-17, 1994**

DRAGON CON

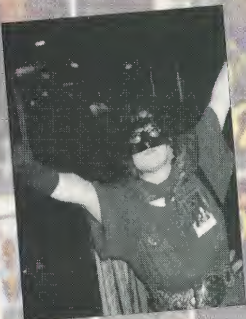
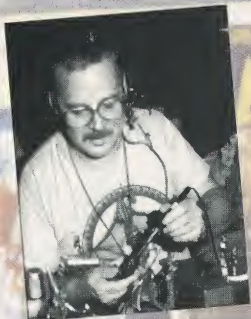


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CENTER**

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*Battle on island chains,  
coastlines and seaports!*

How real is this game? We've not only added true-to-life soundtracks and explosive new graphics, we've even added varying sea and weather conditions that will rock your living room.

Super Battleship™ is the all-new video version of the classic naval warfare strategy game. But now, your battle comes screaming to life on your video screen. You'll command entire fleets, hunt down enemy ships on the

run and use a whole new impressive array of weaponry to defeat your enemy through several different engagements.

Clear all decks! Super Battleship is here now. Get on board!



*All new weapons and ships!*



*Watch out or you'll end  
up on the bottom!*

**This Classic Naval Warfare Game Screams on Sega Genesis™ and Super NES®!**

**MB**  
Milton Bradley

# SUPER BATTLESHIP™

  
MINDSCARE  
THE SOFTWARE  
TOOLWORKS

The *Star Wars* trilogy is one of the best sci-fi films ever seen and now it can be played on the Sega CD. Footage from the trilogy and the technology of the Sega CD combine to give you an arcade-like shooter with an incredible soundtrack and fantastic digitized graphics that will surely attract *Star Wars* fans. The game is based on the series which delivers the true settings and narration

from the blockbuster movie. In the game, you will be able to fly the T16 Skyhopper, X-Wing Starfighter, the Snowspeeder, and the A-Wing Starfighter against the Empire's arsenal. It would be a good idea to train first to improve your flying and shooting skills before taking on the Empire. You will encounter many enemies with this challenging addition to the CD-ROM. May the Force be with you.

REBEL ASSAULT

## FACT FILE

### STAR WARS REBEL ASSAULT

MANUFACTURER	# OF PLAYERS
JVC	1
DIFFICULTY	AVAILABLE
HARD	JULY
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	15
THEME	% COMPLETE
ACTION/SIMULATION	100%

# STAR WARS® REBEL ASSAULT™



## AWESOME CINEMATIC INTERMISSIONS



Darth Vader, commander of the Empire, will stop at nothing to bring the Rebels to their knees.

One of the Rebel ships has been captured. The secret plans have been kept with R2 to prevent the Empire from finding it. Make off in the escape pod!



### THE GOOD

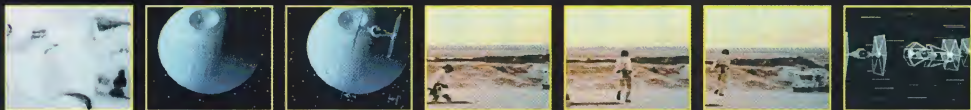
Awesome soundtrack and cinemas! It's just like watching the big-screen movie.

### THE BAD

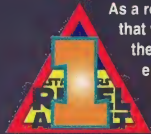
The game is somewhat difficult and very frustrating. I'd prefer a joystick for this one.

### THE UGLY

Seeing the cinema crashes is very cool, but I wonder how it feels to be in them. Um .... yea.



## CHAPTER 1 FLIGHT TRAINING



As a rookie, you must prove that you can fight against the Empire. First, train to enhance your flying ability as well as your firing accuracy.



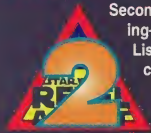
Watch for the sharp turns in the canyons.

A terrific cinema of the surrounding canyon.



Here, you will have to gun down the droids.

## CHAPTER 2 ASTEROID FIELD TRAINING



Second phase of your training—this time in space. Listen to your flight commander to guide you through the asteroid belt. Good luck, rookie!



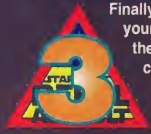
Your flight commander will be your advisor.

Watch for incoming asteroids. Shoot them!

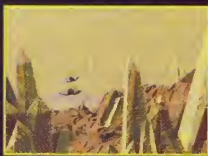


Maneuver through the asteroid belt with patience.

## CHAPTER 3 PLANET KOLAADOR



Finally, the last phase of your training. You will fly the A-Wing through the canyons of Kolaador. Be advised, it takes precise flying to get through this one.



The welcoming cinema to the Planet Kolaador.

The A-Wing's agility is very quick; use it wisely.



Follow your leader so you don't stray from the path.

## CHAPTER 4 STAR DESTROYER ATTACK

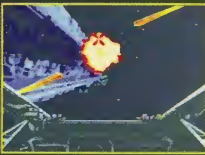


This will be your first mission in deep space against the Empire. You have been ordered to attack and annihilate the Star Destroyer nearby.



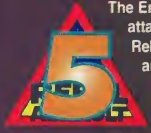
Free the captured Rebel ship from the Empire.

Fire at the Star Destroyer's turrets first.

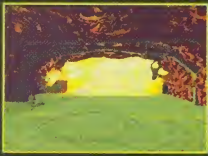


Weaken the Destroyer, demolish the towers.

## CHAPTER 5 TATOOINE ATTACK



The Empire retaliates by attacking one of the Rebel bases. You must aid your fellow rebels to get the Empire troops off of your planet.



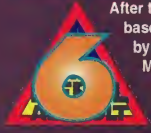
A surprise attack has hit your home base!

Destroy the Tie Fighters before they can escape.

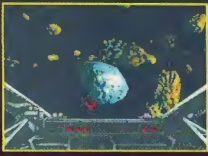


Destroy all enemy troops on the ground.

## CHAPTER 6 ASTEROID FIELD CHASE

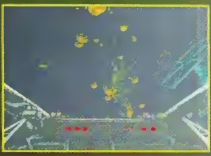


After the attack on your base, you've been chased by several Tie Fighters. Maneuver through the asteroid belt and lose the enemy fighters.



Don't forget to shoot incoming asteroids.

Shoot down fighters while you avoid their fire.



Watch out for enemy fighters on your back.

# REVENGERS OF VENGEANCE

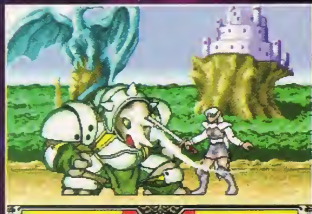


## FACT FILE REVENERS OF VENGEANCE

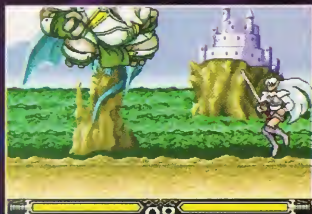
<b>MANUFACTURER</b>	<b># OF PLAYERS</b>
ABSOLUTE	1-2
<b>DIFFICULTY</b>	<b>AVAILABLE</b>
HARD	JULY
<b>CARTRIDGE SIZE</b>	<b>NUMBER OF LEVELS</b>
CD-ROM	N/A
<b>THEME</b>	<b>% COMPLETE</b>
ADV/FIGHTING	55%

## TOURNAMENT MODE

In this mode of play you and a friend can choose your favorite players and fight in a head-to-head battle!



Size doesn't matter in this game. Each player has a different set of moves.



The big guy can really jump high! Knock him out of the air before he hits you!

**R**eveners Of Vengeance is a cart that combines several different ideas into one very cool game. In the Tournament Mode you and a friend can pick your players and battle it out. In the Arena of Death Mode you can use the tools to create players with different skills such as stronger attacks or stronger defense. Then you can pick two customized players and let them fight each other. The last mode is The Quest To Defeat Venom. In this mode you play an RPG-type game with several sub games. Your main objective is to gain experience so you are strong enough to fight Venom.

## MODE OF DEATH

In this mode you can create new players!

<b>BADDUDE PI</b>	<b>PAUL</b>
Not in use.	Not in use.
Not in use.	Not in use.
Not in use.	Not in use.

## THE GOOD

I like the different modes of game play and I also like the different cinema and story for each player.

## THE BAD

The control for the fighting scenes is not that great, which makes up the majority of the game.

## THE UGLY

Holy Cow!! Could you possibly make the Rhino any bigger!

## PAUL

Fighting style	
Offensive power	Defensive power
Personality	
Aggressive	Defensive
Jump	Crush
Special attack	Regular attack
Long temper	Short temper
Accurate	Mild
Close fighting	Distant fighting

Use the settings to customize a fighter.

Make two guys and let them fight each other.



## QUEST MODE

In this mode you start a quest to destroy the evil Venom who has returned to take the world under his control. Gain the experience you need in the town.



When you exit the town you can fight battles to gain experience and get gold.

The mysterious oracle will give you advice and raise your experience level.



But you must use this time to acquire the powers you need to defeat him.

Level	1
Exp.	0
H.P.	30 / 30
Offensive pow.	20
Defensive pow.	20
Jumping pow.	20
Foot speed	20
Intelligence	20
Luck	20
Charisma	20
Stamina	20
Stress	0

On your status screen you can check how far your characters have come.



The best-selling baseball title of all time;  
NEED WE SAY MORE?!??

QUICK! Guess what  
system this game's for??  
DUH!

The only big  
league park we  
didn't include was  
YELLOWSTONE.

Spit seeds with  
Bonds, Henderson, Belle,  
Justice, Mattingly, Gonzalez,  
Van Slyke, and Kruk...  
700 MLBPA stars!

These guys deliver with a  
**BATTERY BACK-UP!**  
Save important **STATS** even  
after the game's turned off!

Get the new  
'94 division  
realignment  
& playoff  
format - play  
like the big boys or  
don't play at all!

You get **TWO** different  
views - pitcher or batter.  
Even a veteran computer  
opponent that'll turn your  
mistakes into **SOUVENIRS!**  
(see ya!)

Appropriate for **ANYBODY** - except  
**GEEKS!** (NGA - No Geeks Allowed)

# ANY BASEBALL FAN CAN TELL WE'RE AHEAD JUST BY READING THE BOX SCORE.



GET IN THE GAME.™





# FLYING NIGHTMARES

## FLYING NIGHTMARES

### FACT FILE FLYING NIGHTMARES

MANUFACTURER	# OF PLAYERS
DOMARK	1
DIFFICULTY	AVAILABLE
MODERATE	AUGUST
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
FLYING SIMULATION	70%

**P**repare to take flight in this intense simulator from Domark for your Sega CD. This game boasts incredible polygon graphics and some awesome sounds. The views of this game are very cool and the action is intense. Take control as you fly your jet through various missions to seek and destroy all the enemies. The cockpit views are brilliant and you have many options to choose from. Destruction of enemies is portrayed in graphic detail. You blow more things up than just other ships—objects on the ground will need to be destroyed as well. But don't think it will be easy—many of the enemy planes will do their darndest to stop you! It's either them or you.



The enemies are not stupid. If you fire on them, they will release their chaff to counter your missiles. Use your skills as a pilot to outwit and destroy them.

## FLIGHTS OF FANCY



Multiple camera angles in the cinematic scenes will pump up your adrenaline.



Fly-by scenes provide a sense of realism to the action of the game.



There are many times throughout the game where you will be treated to outside views of your plane. The views are spectacular and let you see a lot more of what is happening around your ship than if you were just watching from the cockpit.



Lay on your enemies with a whole bunch of missiles and they will be eliminated.



### THE GOOD

This game has some incredible graphics and intense game play.

### THE BAD

I haven't seen enough of this game to form a bad opinion of it yet.

### THE UGLY

Having to wait for this game to come out so I can get a chance to really play it thoroughly.

# KING OF THE MONSTERS 2

You're 120 feet tall - ripping chunks

from an alien in a town you just wrecked.

Now mom wants you to set the dinner table?

**TAKARA**  
Video Game Division

FREE! King of the Monsters 2 Key Chain. Write your name and address on an envelope and put two .29¢ stamps on it. Put it inside an envelope and send both envelopes to Takara, Dept. KCM2, 220 Fifth Ave., Suite 1201-6, NY, NY 10001. Please allow 2-4 weeks delivery. Takara game support is now available in the Video Game Publishers Forum on CompuServe. Type "GO TAKARA" to access this area 24 hours a day.

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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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ENTERTAINMENT SYSTEM

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## In with the old and in with the new!

All the players from the original game are here plus the addition of two totally new and cool characters named Jack and Ryofu. Let the games begin!

### Brocken vs. Ryoko



Here, Brocken is using his Tornado Arm to take Ryoko out of the match.

### J. Carn vs. Mud Man



J. Carn's Head Slide is taking MudMan out down low—a very effective move.

### Erik vs. Captain Kidd



The big Viking Erik has a number of really powerful moves.

### Hanzo vs. Shura



Hanzo vs. Shura is always a great battle. They are two well-balanced players.

### Janne vs. Fuuma



Janne has a devastating super attack. It's hard to pull off, but well worth the effort.

# WORLD HEROES 2 JET

**I**t's back and way better than before! World

Heroes 2 Jet is one of the best fighting games for the Neo·Geo system.

This game is complete with all the original 14 players plus the addition of two new ones, Jack and Ryofu. All of the characters have new moves in addition to their old ones. There are other improvements including the new taunt feature and the fake dizzy move. There are two different modes in which you can play—the Tournament Mode and the Forging of a Warrior Mode. In the Tournament Mode you will fight all 16 players and a boss to win. In the Forging of a Warrior Mode you can choose a player to fight so that you can improve your skills.

## FACT FILE WORLD HEROES 2 JET

MANUFACTURER	# OF PLAYERS
SNK/ALPHA	1 OR 2
<b>DIFFICULTY</b>	<b>AVAILABLE</b>
MODERATE	NOW
<b>CARTRIDGE SIZE</b>	<b>NUMBER OF LEVELS</b>
178 MEG	N/A
<b>THEME</b>	<b>% COMPLETE</b>
FIGHTING	100%



At this screen you can choose to enter the tournament or sharpen your skills.

## TOURNAMENT!

In the Tournament Mode of this game you will fight six different matches against a grand total of 17 players. In the other mode, you can choose your opponent and hone your fighting skills before the tournament begins.



This game is full of awesome cinemas, shown before and after matches.



## TAUNTS!

Yes, every player comes complete with three taunts and the new fake dizzy move.



Pull the joystick in any of the four directions while using the taunt button to make your character do his three taunts and fake dizzy.



The fake dizzy is a great move. This move is awesome, because your opponent will jump at you and you can quickly come out of it and hit him!

## THE GOOD

This is all around one of the best fighting games ever, because of its great game play and graphics.

## THE BAD

The two new characters are just way too strong.

## THE UGLY

The way the characters get pushed out of the way after they lose!



# JACK

Jack is a new character that hails from great Britain. He has a lot of really good attacks that seem at times to be too powerful. Moves like the Iron Crawl and the Jaws of Death make it easy for even novice players to hold their ground in both the tournament mode and the Forging of a Warrior Mode.

### IRON CRAWL



### JAWS OF DEATH



### KNEE SMASHER



### MIXER CRUSH



# RYOFU

Ryofu is the second new character in this game. Like Jack he is almost unfairly strong. His moves are devastating and totally easy to pull off. A really good fighter.

### SPEAR HEAD-BOOGIE



### PSYCHIC KICK



### FISTS OF FLAME



### SPEAR OF DESTRUCTION



300



## THE GOOD

The full-motion cinemas, awesome story line, and the good game play make this a really great game.

## THE BAD

Some of the missions are a little too long.

## THE UGLY

The story line to this game gets more and more ugly as it unfolds!

# Shock Wave

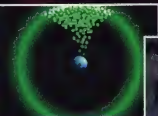
SHOCK WAVE  
INVASION EARTH: 2019

## FACT FILE

### SHOCK WAVE

MANUFACTURER	# OF PLAYERS
ELECTRONIC ARTS	1
DIFFICULTY	AVAILABLE
MODERATE	JUNE
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	12
THEME	% COMPLETE
SIMULATION	40%

The game starts with a news report.



The radar shows the invaders.



## MISSION 2 : EGYPT

The game starts as an invasion force from another planet descends on planet Earth. Your first mission is to save Egypt.



Once you get a radar lock on one of the bad guys let a missile fly to take him out.



News reports come through on your control panel to keep you informed.



This is where the enemy forces in this area are coming from, so take it out!

Sometimes the enemy will hide behind buildings. Be careful not to hit them.



## MISSION 2 : PERU

After your mission in Egypt, fly back in order to receive another mission. This time you are off to Peru. Good luck!



The commander will brief all of the pilots after the mission.



These are your fellow pilots, a motley group but the best there are.

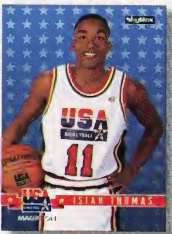
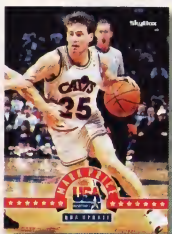
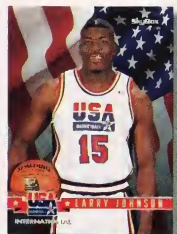
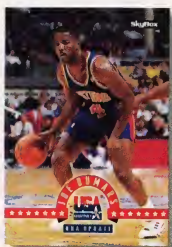
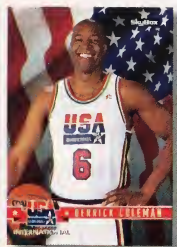


The computer that your ship has tells you that these things are probing the streets but are no threat to us. Just leave them be.



Planes are screaming by and ground troops are trying to take you out when you are all alone! This game is packed full of totally intense action!





Once again, the rest of the world's worst fears are confirmed. Introduced in a premium foil-stamped American original—SkyBox 1994 USA Basketball Cards. Collect the entire 90-card set featuring all 13 USA Basketball players from their rookie years to their best games in the NBA. Plus, those great SkyBox insert sets—the 90-card gold-foil Champion Set, 13 Portrait cards, 13 Dream Play diagram cards from legendary coach Jack Ramsay, and one Exchange card redeemable for game action cards from the World Championship of Basketball games in August. SkyBox International. We dominated USA Basketball with our cards in 1992. It only gets better.

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TO TAKE  
ON THE  
WORLD.**



**SkyBox**



INTERNATIONAL

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300



### THE GOOD

As with all games for the 3DO, MegaRace is loaded with stupendous graphics and sound.

### THE BAD

There aren't a whole lot of bad things to say about this game. It's one of the best racing games out.

### THE UGLY

The Ralph Furley game show host has got to go, but I guess it's too late for that.

The game show host



According to this game show's host, in the future TV ratings are worth more than the lives of the participants.



**M**egaRace takes place on a futuristic virtual racetrack and features 15 different tracks spread over five stunning worlds with state-of-the-art 3-D rendered graphics and digitized animation. Go head-to-head on a virtual race-track where anything—absolutely anything—goes. All the while, your maniacal journey through the future will be watched by the world, courtesy of Virtual World Broadcast Television (VWBT). Each track is filled with ingenious hazards like ice patches, skid zones, and deceleration areas—all denoted by symbols on the roadway. Your goal is to eliminate the five most depraved road gangs ever produced by VWBT, each with his/her own distinctive personality. Speed past your competition, and proceed with caution!

MEGARACE

## FACT FILE

### MEGARACE

MANUFACTURER	# OF PLAYERS
SOFTWARE TOOLWORKS	1
DIFFICULTY	AVAILABLE
MODERATE	AUGUST
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	15
THEME	% COMPLETE
DRIVING	65%

# MEGARACE

## Choose your vehicle

Choose from eight different virtual vehicles.



Cool first-person perspective scrolling!



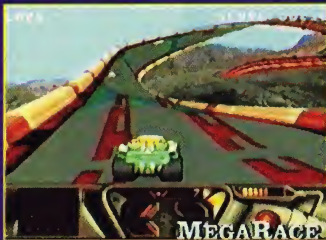
Plenty of different courses that twist and bend!



This demented area will warp your car and your immediate surroundings.



The race also takes place in space. The asteroids spin and zoom around you.



The tracks are not subject to just a flat surface—some will also corkscrew like this.



# IN EUROPE, SOCCER IS EVERYTHING.

THEY EAT,  
DRINK, SLEEP,  
AND BREATHE  
SOCCER.



SOMETIMES,  
WHEN THEY NEED  
A BREAK FROM SOCCER,  
THEY FIND OTHER WAYS  
TO UNWIND.



## CHAMPIONSHIP SOCCER '94

(THE MOST POPULAR SOCCER SIMULATION IN EUROPE. NOW AVAILABLE IN THE STATES.)

Championship Soccer '94 has arrived, and it's the most intense game of soccer this side of the Atlantic.

The ball control is unbelievable. You can control the spin, arc, and speed of your passes. So you can lead other players, and even curve the ball around the defense.

You can divide 51 international teams into your own league or cup competitions, and even control the weather. Choose "muddy" to slow the ball down, "dry" to speed



AIM YOUR PASSES WITH PINPOINT ACCURACY TO ACTUALLY LEAD OTHER PLAYERS.



51 TEAMS FROM AROUND THE GLOBE WITH DIFFERENT LANGUAGES AND EVEN DIFFERENT WEATHER.

it up, or "icy" to let it fly out of control.

When things get rough, try some sliding tackles and diving headers. But don't get red-carded, or you'll have to put in one of your subs

(and remember, these guys are subs for a reason).

This is soccer the way it was meant to be played. If you don't believe us, take it from the hundreds of thousands of Europeans who have made it the most popular game in Europe. Available on Sega CD, Sega Genesis, and SNES.

"The only choice for die-hard soccer fans."  
—Frank in *Common Sense* on Total.

"Frankly the best soccer simulation you're ever likely to see."  
—Mark Ramshaw, *Sega Power*

300



The evil Griddler Corporation has been hired to save the Earth from totally depleting its natural resources. The heartless director is using the secret Griddler technology to completely automate his factory. His goal is finally reached as his last worker, Zach, is

laid off. Now join Zach as he outsmarts the Gridders on their own turf. You must find a way to get to the bottom level of the factory to discover the power behind the Gridders. The keys to get to a lower level are hidden inside the 3-D blocks themselves.

## LEVEL 1

You can switch to a top view to get the big picture.



Pick up the pyramids as they pass on the huge moving blocks.

# GRIDDERS

Some of the blocks are harmless and can be stopped just by standing in front of them. Others will crush you.



After you get the pyramids, the exit will open and you will be able to enter the next level, where the puzzle will be harder.

## FACT FILE

### GRIDDERS

<b>MANUFACTURER</b>	<b># OF PLAYERS</b>
<b>TETRAGON</b>	<b>1</b>
<b>DIFFICULTY</b>	<b>AVAILABLE</b>
<b>MODERATE</b>	<b>JUNE</b>
<b>CARTRIDGE SIZE</b>	<b>NUMBER OF LEVELS</b>
<b>CD-ROM</b>	<b>36</b>
<b>THEME</b>	<b>% COMPLETE</b>
<b>PUZZLE</b>	<b>75%</b>

## LEVEL 2

Here and in later levels the strategy you must use will be more complex. You may get some help from a friend if you're lucky.



Study the patterns of the blocks so that you can force them into

dropping the pyramids.

## FRIENDS, ENEMIES

You have a few friends that will join you in your quest. You also have the director who has sent the hunter out to kill you.



## THE GOOD

The concept of this game is good. I like the puzzles and the way the Gridders move.

## THE BAD

Some of the puzzles don't require any strategy—you just have to know where to stand.

## THE UGLY

The sound Zach makes when he gets crushed by the killer Gridders!

# MASTER YOUR SKILLS.



## Sometimes life can be complicated...

With STD's mega-enhancing accessories for Game Boy® and Game Gear™, you'll be equipped to master the action in any situation...

### Master your Game Boy!

When you add-on the Handy Boy™ to your Game Boy®, you'll get full-blown stereo sound, a powerful light, 150% screen magnification, a joystick for ultimate control, enlarged fire buttons, and true on-the-go portability from this Boy's carrying strap and fold-up design.



Handy Boy

## We can help you master Game Gear too!

When you slide your Game Gear™ into the Handy Gear, you'll get massive 150% screen magnification, a screen shield to kill the glare, a powerful water resistant and shock absorbent case for protection from all sorts of shocks and spills, a convenient storage shed for an extra game cart, and a carrying strap so you can really get around!



Handy Gear

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**INTERACT**  
GAME PRODUCTS

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**STD**  
E  
E  
E

3D0

Way of the Warrior is a new fighting game that has pulled out all the stops with over 10 digitized human fighters and two 3-D rendered Boss characters! Every player in this game has at

least 60 moves including everything from projectiles to super magic moves. There are at least six fatalities for each player and even more that are stage related. You can fight in the tournament or go head-to-head with a friend.

# WAY OF THE WARRIOR

## OPTIONS

In the opening screens you can change things like the sound balance and the controls, or you can see how well your players have been doing.



## THE GOOD

The number of moves and secrets in this game make it one of the best fighting games around.

## THE BAD

The only really bad thing is how the players jump back at the start of the fight.

## THE UGLY

The look on Nikki Chan's face after she rips a heart from her defeated opponent's twitching body!

## PUT 'EM AWAY!

Yes, this game comes complete with fatalities! This version of the game is only 80 percent complete and every character already has six or seven finishing moves with more on the way!



Shaky Jake uses his trusty staff to impale you like a stuck pig!



The Ninja pulls a razor sharp blade and spills your guts all over the stage.

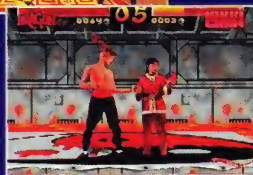


## CHOOSE YOUR FIGHTER!



Konotori whips off his hat and the head of his hopeless victims.

Nikki Chan reaches into your chest and tears out your still beating heart!



In this version of the game, every player already has 60 to 70 different moves! The variations and combos that you can execute are almost endless. You won't be bored!



Like the moves, all the secrets are not in yet, but there will be things like special magic attacks and secret fatalities that will go with special stages. There may even be a hidden character!

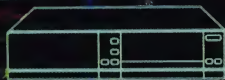
EVIL  
EXISTS  
IN  
MANY  
FORMS.

NONE  
DARKER  
THAN  
THE  
SHADOW  
MASTER.

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THE SHADOW FALLS. AUGUST 5, 1994.



# Burn Cycle



## FACT FILE

### BURN CYCLE

<b>MANUFACTURER</b>	<b># OF PLAYERS</b>
<b>PHILIPS</b>	<b>1</b>
<b>DIFFICULTY</b>	<b>AVAILABLE</b>
<b>MODERATE</b>	<b>SEPTEMBER</b>
<b>CARTRIDGE SIZE</b>	<b>NUMBER OF LEVELS</b>
<b>CD-ROM</b>	<b>N/A</b>
<b>THEME</b>	<b>% COMPLETE</b>
<b>ACTION</b>	<b>20%</b>



**T**he future is an exciting place to live, but 24 hours is a short time to live it in. That's all the time you have to discover who set you up, why, and how you're going to get out of this mess in one piece. You are Sol Cutter, a data thief who likes to get in and out to make a quick 20,000 Nigerian Rand. At least that was the theory ... until the raid at Softech. A straightforward job that turned nasty with a power surge that left Cutter with more than a headache. Cutter's brain has been downloaded with Burn Cycle, a computer virus that will corrode his mind like battery acid. Save yourself or else...



If you want to stay alive, head for the roof. Watch your back! Let's lock and load!



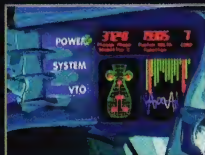
You check her pulse ... nothing! I wonder why she was carrying this key card?



Kris was waiting for you on the way to the roof, but who was waiting for Kris?



When you reach the roof, you can access the lifter with the proper equipment.



Once inside the lifter, set the auto destination to either the Recycling Site or Urban Central.

Upon takeoff, you need plenty of time to enjoy the scenery and engage weapons systems. It could be your last trip!



## THE GOOD

This game smokes! The sound is top-notch! I love the digitized cinemas, too!

## THE BAD

The adventure gamers may not like the point-and-click style of play. It's more for puzzle fans.

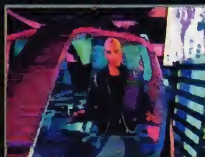
## THE UGLY

Some of the scenes are too ugly for some of the younger audiences. Definitely an adult theme.

At the bar try your luck at physics roulette. Be careful because you only get one chance.



When you reach the motel room, look around. You could find some very important items!



The graphics in Burn Cycle are crystal clear. The view from the lifter is as beautiful as it is dangerous!



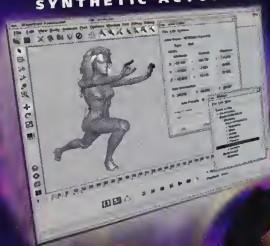
## URBAN CENTRAL

With your life ticking away each second, will anyone be able to rid your brain of the fatal Burn Cycle?

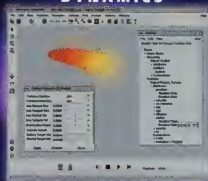


# Great Balls Of Fire!

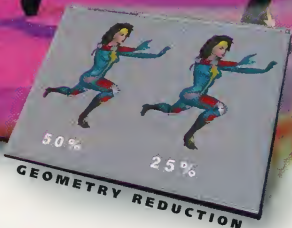
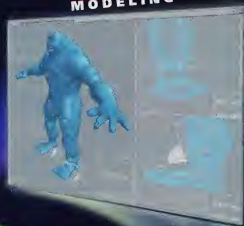
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DYNAMICS



MODELING<sup>3</sup>








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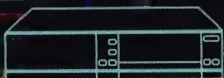
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# MEGA MAZE

**MEGA MAZE**
**FACT FILE**
**MEGA MAZE**

MANUFACTURER	# OF PLAYERS
PHILIPS	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	75
THEME	% COMPLETE
PUZZLE	100%

**P**uzzle fans now have a game to challenge their wits instead of the usual action or shooter type carts flooding the video game market today. Mega Maze is the most challenging game to come out for the Philips CD-i to date. Mega Maze is a puzzle game where you control a blue ball that rolls around complex mazes while avoiding collisions with other balls located elsewhere in the maze. There are plenty of obstacles and contraptions that hamper your movement. You must think your way through the game to progress further.

**THE GOOD**

The best part about the game is its challenge, which increases the further you progress in the game.

**THE BAD**

On the down side, it gets a little boring, especially when there is no background music.

**THE UGLY**

This reminds me of those wooden maze boards that you tilt to roll the ball into the holes.

**GOALS**


Move the balls to the four green triangles or an TO orange zone.



When two balls collide with each other, they will explode. OUCH!


**OBSTACLES**
**BRIDGE**

Roll your ball over the button to lower the bridge to get across.


**DIVOT**

The divots may hamper your ball's movement from time to time.

**DOOR**

Push the door from the inside to open the way for other balls.


**PASS CODE**


Receive a pass code at the end of a level and enter it at the Entry Screen.

**LEVEL ONE**


Move the dark balls to the green triangles before you move the main blue balls there.

**LEVEL TWO**


Get the dark ball to the donut area so you can move the blue one to the orange zone.

**LEVEL THREE**

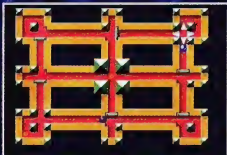

Open the door from the right with one of the balls and move the rest to the green triangles.

**LEVEL FOUR**


Blow up two balls by crashing them into each other. Get the blue ball to an orange zone.

**LEVEL FIVE**

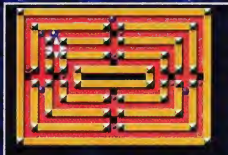

The purple triangles warp dark balls into the area. You must place them in the green zone.

**LEVEL SIX**


This is a tricky area full of doors the dark and blue balls must open. Don't touch them!

**LEVEL SEVEN**


These divots really hamper your maneuverability, making it easy to run into other balls.

**LEVEL EIGHT**


Plan this area correctly and open up bridges to let the balls pass to the orange zone.



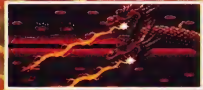
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**LOOK WHO'S BACK AND READY TO  
WREAK HAVOC ON YOUR SUPER NES<sup>®</sup>.**



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# MICKEY'S™ Ultimate Challenge



## FACT FILE MICKEY'S ULTIMATE CHALLENGE

MANUFACTURER	# OF PLAYERS
HI TECH EXPRESSIONS	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
1 MEG	6
THEME	% COMPLETE
PUZZLE	100%



**M**ickey Mouse has fallen asleep reading in bed. As he dreams, he finds himself in a mystical land, troubled by an earth-rumbling disturbance. Now it's your job to help Mickey find out what is going on.

During your quest, you will meet many Disney characters who will ask for your assistance. Each predicament is actually a puzzle that you must solve for each area of the game. In return for your help, you will receive an item that is needed later in the game. Can you help Mickey in his time of need? He'll be ever so grateful!

### THE GOOD

This is a fantastic puzzle game for any Disney fan, especially if you're a fan of Mickey Mouse.

### THE BAD

There aren't enough puzzles and the ones in the game are a little too easy—even for kids.

### THE UGLY

The giant is one heinous beast! 'Nuff said!

### CLOCK



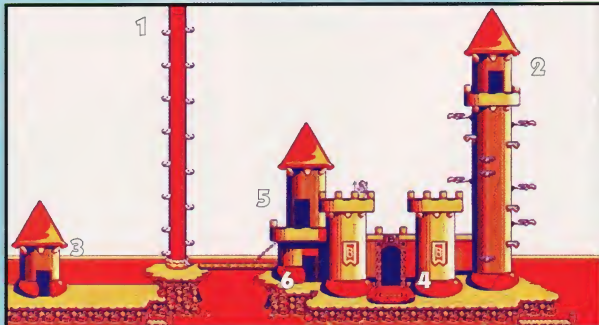
Move the tiles with a magic wand to complete the clock and wake up the giant.

### TOOLS



Guess what tools Goofy has in his toolbox. Also guess them in the right order.

### THE KINGDOM OF BEANWICK



### BOOKS

Sort any eight books in the correct order by jumping on them. Don't fall to the ground.

### PUMPS

Follow the pumps' pattern and jump on them in order to lower the drawbridge.



### BOTTLES



Push the giant bottles toward the mirror in order to undo Daffy's Shrink Spell.

### PAINTINGS



Pair up the paintings as you dust. Complete the puzzle before the candle burns out.

### UNFOLDING STORY



A guard outside tells the latest news.

As the game begins, Mickey falls from the sky.



### OPTIONS



You can also pick the difficulty setting of the game.

Choose between Mickey Mouse and Minnie Mouse.

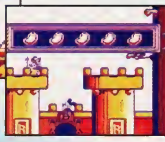


### SCAVENGER HUNT



Exchange them for beans to reach the sleeping giant.

As you complete each puzzle, you will obtain items.



Ever raced through a 3D plasma tube? Yeah? Well have ya ever bungie jumped into a pool of snof? OK tough guy, how many times have you been able to obliterate the screen in 64 directions? What about finding weapons that toast half the screen? Can you perform crazy acrobatics to avoid certain death? How many

games have you played with exploding organs? Ever seen a queen with a slug of a butt? Well then, let Earthworm Jim™ whip some life into your Sega™ Genesis™/Super Nintendo®. And get ready to EAT DIRT! (Warning: If you like cheesy puzzle games this ain't for you!)



Interactive Entertainment



**EAT  
DIRT!**

**EARTHWORM  
JIM**



# GAME GEAR



## THE GOOD

This is a cool twist to an already fantastic adventure game with good graphics and sound.

## THE BAD

The left flipper should have been controlled by the D directional pad in the Game Gear unit.

## THE UGLY

It gets pretty bad when the screen blurs because Sonic is launched by a flipper too fast.

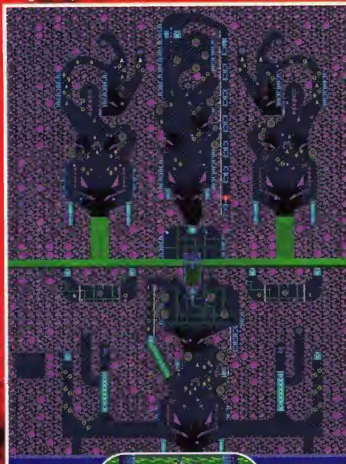
## BONUS STAGE

Find all the Chaos Emeralds and a bonus stage will appear after you beat the Boss.



## LEVEL ONE

Within this stage, fly through metal tubing to get to places filled with mechanical terrors.



Be sure to collect all of the emeralds before you exit.

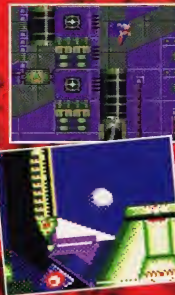
## LEVEL TWO

The energy of the Veg-O Fortress is being generated here. There are many spiral ramps that will lead you all over the place. Pipes spray out steam, giving an extra bit of jumping power.



## LEVEL THREE

Spin into Robotnik's prison and robot manufacturing facility. Crash into gigantic padlock bumpers. Catch a ride on a conveyor belt but avoid the grinding gears.



## COOL OPENING CINEMA



# SONIC THE HEDGEHOG SPINBALL

## FACT FILE

### SONIC SPINBALL

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	SEPTEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	12
THEME	% COMPLETE
ACTION	60%

**S**onic the Hedgehog spins into action in another wild quest. Dr. Robotnik can't pass up an evil deed. His latest creepy creation is the Veg-O Fortress, a volcanic island made into a robot factory! Thousands of helpless animals are already Robotnik's prisoners, and the fortress is protected by the Pinball Defense System! Sonic revs up his Power Sneakers and Sonic Spin to save his friends from being "vegged!"

Spin into action with five rounds of wild, whirling adventure and watch as Sonic lurches and lever-launches through glittering caverns, bounces by oozing toxic pools, and flips over boiling lava pits! Prepare for Sonic's craziest adventure yet!





## The Star Wars Saga Continues in Jedi Academy: Dark Apprentice

**F**or those of you who can wait no longer for release of a new *Star Wars* movie, take heart ... the *Star Wars* saga is alive and well, at least in book form. Following the continued adventures of Luke, Han, and Leia, *Dark Apprentice* is the next outing in the *Star Wars: Jedi Academy* series.

As recalled from the last book, the Empire is not totally dead. Admiral Daala, on the loose with three star destroyers, has decided to seek her vengeance on the New Republic, striking at various strategic sites with hit and fade tactics. It is up to Admiral Ackbar to direct the Republic forces in defense.

Meanwhile, Luke has his hands full as director of the

Jedi Academy. Two of his most promising students have been led astray by the spirit of a long dead Jedi master of the Sith.

Han and Leia have problems of their own. Han would like to settle down and see his family live a

normal life, but Leia will have no part of that. In the wake of a mysterious illness that plagues Mon Motha, Leia must pick up the slack in leading the New Republic. Meanwhile the twins are wreaking their

usual havoc, stumbling onto a band of Empire refugees living in the bowels of Coursecant City.

*Dark Apprentice* is another riveting episode in the ongoing *Star Wars* saga, and one that will keep you slobberin' like Jabba the Hutt for more.



## Strange but True

### Welcome to the Psychic Pets Network

• An Austin, Texas psychic, Katarina Savant, (clever name) offers a unique psychic service to cat owners. For a mere \$10, Katarina will unveil your kitty's thoughts, needs, and innermost desires, as well as nine lives past and future.

### Then what ... give him an Emmy?

• Virginia lawyer Mark Sandground has founded a production group that hopes to televise executions. For only \$9.95, payer-viewers can see the next big execution within the friendly confines of home. So far the proposition has found no takers.

## Street Fighter II Makes Leap from Video Screen to Big Screen

**L**isten up Street Fighter fans. The deal is a go. *Street Fighter* is coming to the big screen, complete with action hero Jean Claude Van Damme in the starring role.

Van Damme, whose other credits include such action pics as *Hard Target* and *Universal Soldier*, will play Guile, a U.S.-born kickboxer and Commander of U.N. Special Forces.

Set in a war-torn international hot-spot that has drawn to it not only the U.N. Special Forces, but also bands of mercenaries, drug dealers, and evil warlords. *Street Fighter* is a contemporary tale of terrorist insurrection and hostage rescue. It is amidst this international chaos that the legendary street fighting gang is born.

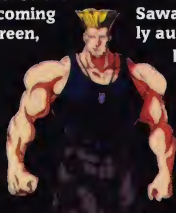
Other cast notables who have signed on to the *Street Fighter* team include Ming Na Wen of *The Joy Luck Club* and one of *People Magazine's* "Fifty Most Beautiful People," as Chun Li, Wes Studi of *Geronimo* as Sagat, and Raul Julia (hey, wasn't he Gomez in *The Addams*

*Family?*) as the evil M. Bison.

Newcomer Kenya Sawada, who originally auditioned for the part of Ken, so impressed casting directors that a whole new character was created especially for him. As Captain Sawada, second in command to the U.N. Special Forces, look for him in upcoming versions of the *Street Fighter* game.

The 1991 Arcade Game of the Year, *Street Fighter* has endeared itself as one of the most popular games of all time. More than 50,000 *Street Fighter II* arcade units have sold nationwide, and the Super Nintendo home version is the fastest-selling game ever, having sold more than two million units nationwide.

The film itself is being wholly financed by Capcom, making *Street Fighter* the first major motion picture to be entirely financed by a video game company. Production is just under way. Look for its release (as well as a whole line of new *Street Fighter* toys and other licensed products) by Christmas.



# CULTURE SOURCE FOR EGM READERS

## Gameware: Technology for the Games of Tomorrow

**R**emember those video games for your Atari 2600 ... games like Pac-Man, Missile Command, and Asteroids? Worse yet, remember Basketball? Like a nightmare TV beer commercial from the first generation raised on video games, we all can recall some of those really bad video games from our not-so-distant childhoods.



Today, no one plays the Atari 2600, not even for its nostalgic merit. Without comparison, today's systems blow yesterday's systems away. New technology rapidly and consistently improves upon existing technology to make each new game more exciting and stylish than its predecessors. Competition reaches an all-time frenzied pace as gamemakers race to release the next hot title. And today, with the ever-looming promise of a virtual reality future, gamemakers strive to produce the most visually exciting and realistic games possible.

Wavefront, a California-based software company, has taken the lead in the development of new technology for more realistic games. Their latest development is a graphics software

package called Gameware. Designed specifically to aid gamemakers in the authoring of more visually stimulating games, it provides them with the tools to create brilliant visual 3-D objects and terrains, actors with absolutely lifelike motion, and a stunning array of other special effects.

Capable of creating the most realistic 3-D images, they can then be used in their original 3-D form for the development of next generation games. Or, through the use of Gameware's unique "flattening" tool, these images can be converted to an identical 2-D rendering, thus making 3-D imagery available to almost any current game console.

Gameware provides for synthetic actor animation by integrating forward and inverse kinematics with skin behavior. Using a behavioral model called Smart Skin, clothing, skin, reptilian scales, and gelatinous blobs are taught to behave naturally according to a character's underlying skeletal position.

Incorporating the properties of physics (the kind of stuff you're taught in science class), Gameware is capable of re-creating a truly realistic physical gameworld. Using a hyper plug-in called Gameware Dynamation, animators are able to define



the governing properties of certain physical phenomena and then release objects into that physical world they have created. Using technology like this, video race car drivers, for instance, could test their mettle against dangerously realistic fog embankments or the billows of smoke that pour from the flaming car of a crashed racer.

A list of game developers who presently have signed on to use the Gameware system includes such recognized names as Sega, Cap-com, Acclaim, and Electronic Arts, among others.

Beyond the realm of video games, Wavefront is also the dominant worldwide supplier of workstation-based animation and visualization systems, having lent its creative hand to such recent blockbuster movies as *Aladdin*,



*Beauty and the Beast*, *Alien III*, and *Lawnmower Man*—just to name a few.

As a leader in animation and visualization systems, Wavefront is working toward the development of more exciting and realistic games. With the advanced technology that Gameware brings to today's gamemakers, it looks to be a not-too-distant future when the Sonics and Super Marios of today might themselves be added to that long and growing list of games reminisced.

## It just ain't right ...

The title pretty much sums this one up. Since stumbling onto this gem, *HERO* editor, Frank Kurtz, who once made his living as a Jell-O wrestler, has rediscovered his fondness for the miracles of gelatin. Working in uncharted waters, Frank spends his hard-fought free time creating Jello molds of celebrity figures. Next up for Frank ... a mall tour to exhibit his lime jell-O likeness of Kareem Abdul-Jabbar.





# Red Hot Summer for Comics

**W**ith the summer season finally upon us, the comic book business is again in full swing. This summer looks to be another long hot one for the comic book industry.

DC leads the way, with the upcoming arrival of its *Zero Hour*, where the forces of time will come crashing down on the DC Universe. How big will this be? DC has promised that the events of *Zero Hour* will reverberate throughout the entire DC Universe. Every single book from this best-selling line will experience some significant shake-ups.

At Marvel, *Generation X* is ready for launch, but not before a big send-off. In what is collectively being referred to as the "Phalanx Covenant," a crossover that will span all seven X-books, fans will finally see the team-up of Wolverine and Cable.

This summer marks the return of Concrete to Dark Horse Comics. In a four-part miniseries, *Concrete: Killer Smile*, the man of stone must rescue a friend in danger. Also from Dark Horse, *Predator Invades from the Fourth Dimension*. In this one-shot outing, an 11-year-old boy has special glasses that actually let him see the Predator. But can this boy with an overactive imagination convince adults that there is really is a murderous monster stalking him?

Elsewhere, Image Comics brings us the debut of *Boof and Boof and the Bruise Crew*, two July arrivals touted to be in the worst possible taste with no socially redeeming values. This is not their disclaimer, it's their promise.

This is just a taste of the many goings-on in the world of comics. With school out for the summer, now might be a great time for you to head to the local comic shop, pick up a new title, and catch up on all that reading.

## While Portacio's *WetWorks* to Make Its Much Anticipated Debut with a July Miniseries

**T**hat's right ladies and gentleman ... you read right.

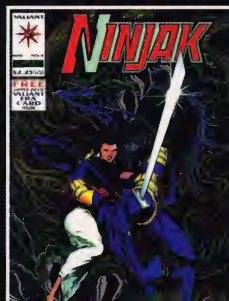
*WetWorks* #1 is set to finally hit the comic racks in July.

Created by Whilce Portacio, whose resume includes work on *The Punisher* and Marvel's popular X-books, *WetWorks* debut marks the promising merger between Portacio and Wildstorm Productions.

Plagued by unfortunate setbacks, it has become one of the most anxiously await-

ed comic book series in recent years.

*WetWorks* itself is a team of military commandoes who have become encased in suits of symbiotic armor. This armor gives them enhanced powers above and beyond their particular combat skills. In the first installment, a three-part miniseries, the golden warriors of *WetWorks* will battle the Vampire Nation, a nefarious group of evildoers plotting to unleash their blood-sucking plague onto the world.



## This month in **HERO** ILLUSTRATED



In what could prove the rematch of the century, Superman gears up for another battle with the villain who brought about his original demise. Also in *HERO* #12, an interview with ex-*X-Men* scribe Chris Claremont and a preview of *Mars Attacks*, based on the 1962 Topps card series.

## This month in **CARDS** ILLUSTRATED



Riding the current wave of *Star Wars* nostalgia, as well as the hot prospect of a new *Star Wars* trilogy, Topps has launched an original new series in *Star Wars Galaxy II*. Also in *CARDS ILLUSTRATED* #6, a look at the original Topps *Star Wars* series from 1977, and the history of *Batman* cards.



# The Flintstones hits Bedrock at Box Office

This summer, audiences are lining up across America for a chance to meet the Flintstones, as the modern stone-age family comes to life on the big screen in a live-action comedy hit.

Based on the 1960's Hanna-Barbera cartoon comedy phenomenon, *The Flintstones* captures that cartoon spirit and stone-age suburban humor that have made the Flintstones an indelible part of our popular culture.

John Goodman is the gruff but lovable Fred Flintstone. From the very earliest conception of a live-action *Flintstones* film, there was no doubt in anyone's mind as to who should play Fred, and Steven Spielberg made it clear that the only way he would make this movie was if he could get Goodman.

From his trademark tiger-striped skin and blue necktie, to his patented "Yabba-Dabba-Do," Goodman is the real-life incarnation of Fred.

According to Goodman, who watched the show faithfully as a kid growing up, "You can't really go off on a tangent playing Fred Flintstone. You've got to have the voice down and there are certain things that you have to do as Fred—

except, of course, that in the cartoon Fred has only three fingers. I was going to have them surgically removed and reattached later, but I thought that was a little much." Despite



the extra digits, little could be done for helping out Fred's bowling game.

Goodman's Fred is paired with Rick Moranis as Barney Rubble. In the same vein as Laurel and Hardy, Abbott and Costello, or Gleason and Carney, Fred and Barney are a classic big man, little man team. It wasn't long before Goodman and Moranis came to be known around the set as simply "The Boys." According to director Brian Levant, the two just jelled from the get-go. "They played off each other and made you think they'd been friends since the age of 10." It was this personal chemistry that helped bring to life cartoon camaraderie of these two pre-historic pals.

Elizabeth Perkins and Rosie O'Donnell round out the cast as the quintessential housewives and inseparable friends, Wilma and Betty, who are constantly treated to the shenanigans of their husbands.

In translating *The Flintstones* from

animation—where there are no rules—to the physical realities of 3-D real world, movie-makers were faced with grand technical challenge. According to Levant, "Because the series is so widely known, people have very specific expectations of how Bedrock is supposed to look. At every stage of production, we asked ourselves, 'How do you take these animated elements and make them real and fully functioning?'"

Through the combined efforts of Industrial Light and Magic (does *Jurassic Park* ring a bell?) and the folks from Jim Henson's Creature Shop, the crazy cartoon world of Bedrock is brought to life in an exciting visual display of movie magic. Stone-age cars are run on foot power. Fred slaves at the controls of his monstrous rock-crushing Bronto-crane. Keeping with the spirit of the cartoon, pre-historic household appliances like a garage door-opening lizard, a pigasaurus

garbage disposal, a woolly mammoth shower, and a lobster lawnmower spout wisecracks and one-liners at those who tamper with them.

Upon visiting the film set during production, Joe Barbera concluded, "Visually, this movie is absolutely right, the cast is right. John Goodman is Fred Flintstone." And who would know better than the man who, along with Bill Hanna, created *The Flintstones* some 35 years ago.

Though a lot of hard work and effort went into the making of this film, ultimately what *The Flintstones* is about is having fun. "You'll have a yabba-dabba-doo time, a dabba-doo time, you'll have a gay ol' time."



## Pre-History Quiz

Test your flint against the first family of Bedrock

1. Where does Fred work?
2. To what fraternal lodge do Fred and Barney belong?
3. We all know Dino, but what is the name of the Flintstones' pet saber-toothed tiger?
4. What is the name of Fred's typically grouchy boss?
5. What is Fred's favorite culinary treat?
6. What is Wilma's maiden name?



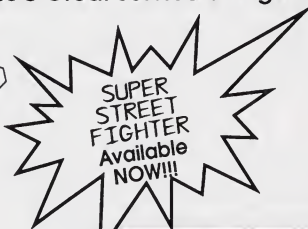
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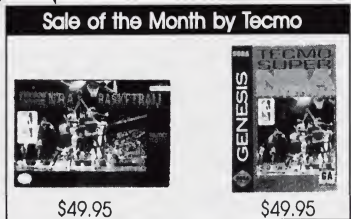


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## CONTEST WINNERS

The following are the winners of our EA/3DO contest from the October issue.  
Grand Prize Winner: Mike Jones, St. Paul, MN; First Prize Winner: Brett Koch, St. Joe, MO; and the Second Prize winner: Isaac Stiefen, Saginaw, MI;

Here are the winners of the Lethal Enforcers contest from our November issue:  
Grand Prize Winner: Tuan Nguyen, Dallas, TX.

10. First Prize Winners: Alejandro Vega, San Diego, CA; Erik Fleischer, Silverman Ranch, CA; Eric Erdogan, Ford Du Lac, WI; Michael Gogoy, Los Angeles, CA; Lance Kirby, Little Springs, GA; Charles Borchini Jr., Carlisle Barracks, PA; Leonardo Sumulong, Dienerest, NJ; Jason Stephens, Casselberry, FL; Chris Price, Tampa, FL; Dennis Wallace, Deer Park, TX.

10. Second Prize Winners: Logan Marshall, Graniteville, SC; Brandon Carley, Brighton, MI; Larry Reed, Seymour, IN; Michael Rebock, Clarksville, NJ; Adam Holt, Gainesville, FL; Robby Di Marcanonio, Waukesha, WI; Jim Kelly, San Diego, CA; Matthew Henson, Florence, OR; Fabian Maciel, Yucalpa, CA; Mitch Lukoski, Greensboro, NC.

15. Third Prize Winners: John Dunphy, Redbank, NJ; Adam Stutz, Bristol, IA; Paul Harnett, San Antonio, TX; T.J. Fassler, Galt, CA; Robin Hodgson, Noonan, ND; Erik Vrayard, Trion, GA; Eddie Washington, New Orleans, LA; Danny Fowers, Andrews, NC; Mevin Moten Jr., Clinton, LA; Sam Clerk, Los Angeles, CA; Patrick Rodriguez, Tucuman, NM; Kirby Coze, Brooklyn, NY; Abade Short, Detroit, MI; Stan Malms, Bridgeport, CT; Andy Jackson, Itasca, NY.

Congrats to all who won and thanks to everyone who entered.



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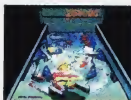
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